

Human Bandit (CR 1)

Warrior 2; M humanoid; HD 2d8+3; hp 15; Init +1; Spd 30 ft.; AC 15, T 11, FF 14; BA +2; Grp +3; Atk +4 melee (1d8+1/19–20) or +3 ranged (1d6+1); AL NE; Fort +3, Ref +1, Will+0; Str 13, Dex 12, Con 11, Int 8, Wis 10, Cha 9. Skills and Feats: Climb +1, Handle Animal +1, Intimidate +2, Ride +3; Toughness, Weapon Focus (longsword). Possessions: Studded leather armor, light wooden shield, longsword, dagger, composite shortbow (+1 Str bonus) with 20 arrows.

Human Bureaucrat (CR 1)

Expert 2; M humanoid; HD 2d6–2; hp 7; Init +0; Spd 30 ft.; AC 10, T 10, FF 10; Base Atk +1; Grp +0; Atk +0 melee (1d4–1/19–20) AL N; Fort –1, Ref +0, Will +3; Str 8, Dex 10, Con 9, Int 12, Wis 11, Cha 13. Skills and Feats: Bluff +7, Diplomacy +7, Forgery +5, Gather Information +5, Intimidate +7, Know. Geography +5, Know. Local +5, Know. Nobility +5, Prof. Bureaucrat +4, Sense Motive +6; Negotiator, Persuasive. Possessions: Dagger, inkpen, 2 vials of ink, ledger or paper documents, courtier's outfit, signet ring, sealing wax.

Human Peasant (CR 1)

Commoner 2; M humanoid; HD 2d4–2; hp 4; Init +0; Spd 30 ft.; AC 10, T 10, FF 10; BA +1; Grp +2; Atk +2 melee (1d6+1) AL NG; Fort –1, Ref +0, Will +1; Str 13, Dex 10, Con 9, Int 11, Wis 12, Cha 8. Skills and Feats: Climb +3, Craft (any one) +3, Handle Animal +2, Listen +3, Profession (farmer) +6, Ride +3, Spot +3, Swim +3; Alertness, Skill Focus (Profession [farmer]).. Possessions: Club, peasant's outfit.



Human City Guard (CR 2)

Warrior 3; M humanoid; HD 3d8+3; hp 23; Init +0; Spd 20 ft.; AC 15, T 10, FF 15; BA +3; Grp +4; Atk +6 melee (1d10+1, mw. glaive) or +4 melee (1d8+1/19–20, longsword) or +3 ranged (1d8/19–20, light crossbow); AL N; Fort +4, Ref +1, Will +1; Str 13, Dex 11, Con 12, Int 8, Wis 10, Cha 9. Skills and Feats: Climb –1, Handle Animal +1, Intimidate +1, Jump –1, Ride +2, Swim –5; Power Attack, Toughness, Weapon Focus (glaive). Possessions: Breastplate, masterwork glaive, longsword, light crossbow with 20 bolts, traveler's outfit, pouch containing 2d6 gp and 2d10 sp.

Human Hunter (CR 2)

Warrior 3; M humanoid; HD 3d8; hp 17; Init +1; Spd 30 ft.; AC 14, T 11, FF 13; BA +3; Grp +4; Atk +4 melee (1d6+1) or +4 ranged (1d6); AL NG; Fort +3, Ref +2, Will +1; Str 12, Dex 13, Con 11, Int 9, Wis 10, Cha 8. Skills and Feats: Climb +3, Handle Animal +1, Listen +2, Spot +2, Survival +3, Swim +3; Alertness, Point Blank Shot, Track. Possessions: Masterwork studded leather armor, handaxe, throwing axe, shortbow with 20 arrows, traveler's outfit, bedroll, fishing net, hooded lantern, flask of oil, flint and steel, iron pot, waterskin, 5 days of trail rations, pouch containing 1d6 gp and 2d6 sp.

Human Soldier (CR 4)

Warrior 5; M humanoid; HD 5d8+5 plus 3; hp 34; Init +0; Spd 20 ft.; AC 16, T 10, FF 16; BA +5; Grp +7; Atk +9 melee (1d8+2/19–20) or +5 ranged (1d8/19–20); AL N; Fort +5, Ref +1, Will +0; Str 14, Dex 11, Con 12, Int 10, Wis 9, Cha 8. Skills and Feats: Climb +5, Handle Animal +5, Intimidate +5, Jump +5; Power Attack, Toughness, Weapon Focus (longsword). Possessions: Masterwork breastplate, masterwork light steel shield, masterwork longsword, dagger, 2 throwing axes, light crossbow with 20 bolts, traveler's outfit, bedroll, flint and steel, waterskin, pouch containing 2d10 gp and 2d10 sp.

Human Merchant (CR 3)

Expert 4; CR 3; M humanoid; HD 4d6–4; hp 12; Init +0; Spd 30 ft.; AC 10, T 10, FF 10; Base Atk +3; Grp +2; Atk +2 melee (1d4–1/19–20); AL NG; Fort +0, Ref +1, Will +3; Str 9, Dex 10, Con 8, Int 12, Wis 11, Cha 14. Skills and Feats: Appraise +11, Bluff +9, Diplomacy +18, Disguise +6 (+8 acting in character), Gather Information +8, Intimidate +4, Know. Local +8, Profession (merchant) +7, Sense Motive +9, Sleight of Hand +6, Survival +0 (+2 in urban areas), Use Rope +2; Negotiator, Skill Focus (Appraise), Skill Focus (Diplomacy). Possessions: Dagger (usually hidden in boot), traveler's outfit, pouch of 4d6 gp and 4d10 sp, pony, cart, valuable wares (worth 5d10–20 gp total).

Human Master Blacksmith (CR 5)

Expert 6; M humanoid; HD 6d6 plus 3; hp 26; Init –1; Spd 30 ft.; AC 11, T 9, FF 11; BA +4; Grp +6; Atk +6 melee (1d4+2) AL NG; Fort +4, Ref +1, Will +6; Str 14, Dex 9, Con 11, Int 10, Wis 12, Cha 8. Skills and Feats: Appraise +9 (+11 for metal items), Craft (blacksmithing) +12, Intimidate +8, Listen +12, Profession (blacksmith) +10, Ride +8, Spot +12; Alertness, Great Fortitude, Skill Focus (Craft [blacksmithing]), Toughness. Possessions: Leather armor, two masterwork light hammers, masterwork artisan's tools, pouch containing 3d4 gp and 2d4 sp.

Human Commander (CR 8)

Fighter 8 M humanoid; HD 8d10+19; hp 65; Init +0; Spd 20 ft.; AC 23, T 11, FF 23; BA +8; Grp +11; Atk +14 melee (1d8+6) or +9 ranged (1d8+3/19–20); Full Atk +14/+9 melee (1d8+6) or +9/+4 ranged (1d8+3/19–20) AL N; Fort +8; Ref +2; Will +1; Str 16, Dex 10, Con 14, Int 12, Wis 8, Cha 14. Skills and Feats: Climb +4, Handle Animal +9, Intimidate +13, Jump +5, Ride +13; Cleave, Great Cleave, Greater Weapon Focus (battleaxe), Point Blank Shot, Power Attack, Precise Shot, Toughness, Weapon Focus (battleaxe), Weapon Specialization (battleaxe). Possessions: +1 full plate, +1 heavy steel shield, +1 battleaxe, MW longbow (+3 Str bonus) ring of protection +1.

Human Curate (CR 7)

Cleric 7; M humanoid; HD 7d8+14; hp 49; Init –1; Spd 20 ft.; AC 22, T 10, FF 22; BA +5; Grp +6; Atk +8 melee (1d8+1) or +4 ranged (1d8); SA turn undead 4/day (+3, 2d6+7, 7th), spells; AL LG; Fort +7; Ref +1; Will +10; Str 13, Dex 8, Con 14, Int 10, Wis 16, Cha 12. Skills and Feats: Concentration +7, Diplomacy +6, Heal +8, Know. Arcana +5, Know. Religion +5, Spellcraft +7; Brew Potion, Iron Will, Scribe Scroll, Weapon Focus (heavy mace).

Cleric Spells Prepared: (caster level 7th): 0—cure minor wounds, detect magic, guidance, light, mending, read magic;

1st—bless, detect evil, divine favor, protection from chaos, protection from evil, sanctuary (DC 14);

2nd—aid, augury, calm emotions (DC 15), cure moderate wounds, spiritual weapon;

3rd—cure serious wounds, magic circle against chaos, prayer, searing light (+4 ranged touch);

4th—divination, holy smite (DC 17).

D: Domain spell. Domains: Good (cast good spells [G] at +1 caster level); Law (cast law spells [L] at +1 caster level).

Possessions: +1 full plate, +1 heavy steel shield, mw heavy mace, light crossbow with 10 bolts, ring of protection +1, wand of cure light wounds (50 charges), 2 scrolls of bless, 2 scrolls of cure light wounds, 2 scrolls of divine favor.

