**EL 2**

**Rifleman**

Human Ranger 2

Battle's Tempering/Soldier/Reign of Arrows 2

Str 10, Dex 18, Con 12, Int 16, Wis 14, Cha 10

KOM: Dex. KDM: Int

HP 39, AC 16, Init +5, Speed 40 ft, Awareness 14

Attacks:

Rifle [Medium] +8 (d6+8)

Rifle Strike [Medium] +10 (d6+9)

(+3 Precision damage if target is [Flat-footed], +4 additional damage if using Deadly Aim)

Skills: Athletics +2, Acrobatics +7, Stealth +6, Geography +5, Perception +5

Feats: Sniper, Musketeer

Swift: Recharge (Soldier)

Move: N/A

Standard: N/A

Passive: Moving out of a square of difficult terrain does not cost you extra movement. Additionally, you gain a +1 bonus to initiative checks.

Fort +4, Ref +7, Will +3

Lesser Rifle [Brutal 3] (Masterwork)

**EL 4**

**Jeb**

Human Paladin 4

Judgment/Heroica/Virtue 4

Str 16, Dex 12, Con 14, Int 10, Wis 10, Cha 20

KOM: Str, KDM: Cha

HP 75, AC 22, Init +1, Speed 40 ft, Awareness 18, DR 1

Attacks:

Shotgun [Close] +9 (d6+9) [Traumatizing]

Skills: Athletics +7, Vigor +6, Medicine +4, Diplomacy +9, Intimidate +9

Feats: Open Lesser Binding, Livers Need Not apply (4 drinks, 4d4 healing), Seven Drunken Immortals (4d4+4 in [Close])

Swift: Place Font, Mercy (Immediate)

Move: Livers, Seven Drunken Immortals, Guile

Standard: Forceful Shield (7 [HP Reduction] and [Prone] to all in [Melee] range, Fort 15 negates [Prone]

Passive: Knowing Aura 25 ft

Fort +7, Ref +2, Will +9

Heavy Armor

Lesser Items: Shield (Forceful), Grim Fragment, Shotgun (Masterwork) ([Brutal 2], [Traumatizing])

Mostly works as a support to his brother.

**Clem**

Human Barbarian 4

Ancestors/Rage/Destruction 4

Str 22, Dex 14, Con 16, Int 10, Wis 10, Cha 12

KOM: Str, KDM: Con

HP 65, AC 18, Reach 10 ft in rage, Size [Average] ([Large] in rage), Init +4, Speed 40 ft (45 in rage), Awareness 14, DR 1

Attacks:

Nailboard [Melee] +12 (d6+14+2 Electricity) ([Bleeding] and 8 [HP Reduction] on crit)

Rage Nailboard [Melee] + 14 (d6+16+2 Electricity) ([Bleeding] and [8 HP Reduction on crit)

Skills: Acrobatics +6, Athletics +10, Vigor +8, Intimidate +5

Feats: Simply Smashing, To Iron Married, Reckless Strike

Swift: Rage, Cleave

Move: N/A

Standard: N/A

Passive: Any effect that would heal him but does not originate from him heals 4 extra HP. +2 Initiative.

Hard to Break

Fort +10, Ref +3, Will +5

Don't forget to use Reckless Strike on this guy. He can do up to +8 damage for -4 AC, and his brother has Mercy to cover his back. Plus he's getting damage bonuses from Heroica C1.

Light Armor

Lesser Nailboard (Energized - Electricity) [Brutal 2, Traumatizing]

Black Ankh

**EL 5**

**Cavalry Officer**

Human Fighter 5

Soldier/Darting Kingfisher/Forger 5

Str 14, Dex 20, Con 10, Int 12, Wis 10, Cha 16

KOM: Dex. KDM: Cha

HP 78, AC 21, Init +5, Speed 85 ft, Awareness 15, [Lesser resistance] to physical

Attacks:

Saber [Melee] + 15 (d6+11)

Saber Strike [Melee] +17 (d6+13)

Carbine [Medium] +13 (d6+9)

Carbine [Medium] Strike +15 (d6+11)

(+2 attack if charging, +2 additional damage if using Power Attack or Deadly Aim, +2d4 damage if target is [Flat-footed])

Skills: Acrobatics +12, Athletics +7, Ride +11, History +6, Bluff +8 (+10 in combat)

Feats: Breakneck Pace, Cataphract, Wake

Swift: Recharge (Soldier)

Move: N/A

Standard: N/A

Passive: Vicious Dive: Once per [Round], a [Flat-footed] opponent hit by one of his attacks becomes [Bleeding].

Fort +7, Ref +9, Will +5

Carbine [Distant] [Brutal 2]

Lesser Items: Rocket Booster, Cavalry Saber ([Brutal 3], [Reacting], Sophisticated)

Greater Item: Band of the Warrior Poet

Fighter C1 is applied to the saber and his heavy armor.

Charge + Strike, use Band of the Warrior Poet and [Reacting] for Wake goodness. Power Attack is great with him too.