

SHAMAN LEVEL 1

Shardra travels the world, guarded but curious, uncovering lost treasure and listening to the tales it has to tell. Permanent bonds chafe her, but her heart softens toward any who wander.

SHARDRA

Female dwarf shaman 1

N Medium humanoid (dwarf)

Init +1; **Senses** darkvision; Perception +4

DEFENSE

AC 15, touch 9, flat-footed 15 (+6 armor, -1 Dex)

hp 11 (1d8+3)

Fort +2, **Ref** -1, **Will** +5; +3 vs. poison, +5 vs. spells and spell-like abilities

OFFENSE

Speed 20 ft.

Melee morningstar -1 (1d8-1)

Ranged light crossbow -1 (1d8/19-20)

Special Attacks spirit ability (monstrous insight 5/day)

Shaman Spells Prepared (CL 1st; concentration +4)

1st —*heightened awareness*^{ACG}, *obscuring mist*; *identify*^S,

0 (at will)—*daze* (DC 13), *guidance*, *light*

S spirit spell; Spirit (lore)

STATISTICS

Str 8, **Dex** 8, **Con** 14, **Int** 14, **Wis** 17, **Cha** 14

Base Atk +0; **CMB** -1; **CMD** 8

Feats Steel Soul^{APG}

Skills Diplomacy +6, Heal +7, Knowledge (history) +2 (+4 on dwarves and their enemies, and can roll those untrained), Knowledge (nature) +6, Knowledge (religion) +6, Perception +4 (+6 stone), Spellcraft +6; **Armor Check Penalty** -5

Traits glory of old^{DoG}, reactionary^{APG}

Languages Common, Dwarven, Terran, Undercommon

SQ defensive training, hatred, lore keeper, hardy, spirit animal (deep crag tuatara named Kolo), spirit magic, stability, stonecunning

Combat Gear alchemist's fire, *scroll of cure light wounds*; **Other Gear** four-mirror armor^{UC}, morningstar, light crossbow with 10 bolts, spell component pouch, backpack, waterskin, 13 gp

SPECIAL ABILITIES

Defensive Training Shardra gains a +4 dodge bonus to AC against giants, which also applies to CMD.

Monstrous Insight As a standard action 5 times per day, Shardra can attempt to identify a creature with a +1 bonus to her Knowledge check. Whether or not she succeeds, she gains a +2 insight bonus to attack rolls and AC against that creature for 1 minute.

Spirit Animal Kolo looks particularly unassuming and gains a +2 on

initiative checks and a +4 on Stealth checks. As a deep crag tuatara, he gains a +4 racial bonus on Stealth checks to blend with rocky terrain, as well as the other abilities of a normal tuatara.

Stability Shardra gains a +4 bonus to CMD to resist bull rush and trip attempts when standing on the ground.

Stonecunning Shardra gains a +2 to Perception to notice unusual stonework (already included) and receives an automatic check to notice such features when she passes within 10 feet, even if she isn't actively looking.

Cure Light Wounds Shardra's scroll heals a touched target for 1d8+1 damage.

Daze Shardra dazes one humanoid creature within 25, causing it to lose its next turn (Will DC 13 negates). Once a creature is dazed by this spell, it is immune to it for 1 minute.

Guidance Shardra can give a touched target a +1 competence bonus that the target can use on any attack roll, saving throw, or skill check in the next minute.

Heightened Awareness Shardra gains a +2 competence bonus on Perception and Knowledge checks for 10 minutes. She can end the spell early to gain +4 on an initiative check.

Identify Shardra can spend three rounds focusing on a magic item in her possession in order to roll Spellcraft at a +16 to identify it.

Light An object Shardra touches sheds light for 10 minutes. She can't have more than one copy of this spell active at once.

Obscuring Mist Shardra calls forth a mist in a 20-foot-radius spread centered on her for 1 minute or until a moderate or strong wind blows it away or a fire spell burns it away. Until then, the mist blocks vision (even darkvision). Attacks against adjacent creatures in the mist suffer a 20% miss chance from concealment, and creatures farther into the mist have total concealment (50% miss chance and can't be targeted by sight).

Raised in the dwarven city of Xolgrit, Shardra reached the surface a guarded but curious woman, more interested in stories of the long dead and the stones and artifacts that whispered secrets to her than the bickering of the living. With Kolo the crag tuatara at her shoulder, Shardra now wanders the world, uncovering lost treasure and listening to the tales it has to tell. Permanent ties still chafe, even ones as shallow as a favor owed or an unpaid tavern bill, but her heart softens toward any who wander. Despite her love of the world's vast mysteries, a small part of the shaman yearns for the joy and companionship she once felt with her sisters, and Shardra corresponds with her family often, ever watchful for any discovery that might provide an excuse to write or visit her distant, glittering home.



"The spirits of the stones and my ancestors whisper secrets to me, and their power flows through me."