

## Hawthorne Appleby

Player: Scott David Gray

LN Male half-elf barrister fighter 1

Elf, Human, Humanoid, Lawful, Medium, Neutral

Age: 50; Height: 5' 11"; Weight: 155 lb.; Eyes: Blue; Hair:

Gray; Skin: Light

Speed: 25 ft., Languages: Common, Elven, Shoanti,

Sylvan, Thassilonian, Varisian

Hit Points	Hero Points
19	3 1

Str	Dex	Con	Int	Wis	Cha	
+4	+0	+1	+3	+0	+1	18 Str 10 Dex 12 Con 16 Int 10 Wis 12 Cha

PERCEPTION +5<sub>E</sub> = +5 Base +0 Wis +0 Misc

FORTITUDE +6<sub>E</sub> = +5 Base +1 Con +0 Misc

REFLEX +5<sub>E</sub> = +5 Base +0 Dex +0 Misc

WILL +3<sub>T</sub> = +3 Base +0 Wis +0 Misc

AC 17<sub>T</sub> = +13 Base +0 Dex +4 Misc

### Chain mail (Trained)

AC: +4, Max Dex: +1, Armor Check: -, Speed: -

### Dagger (Expert)

Melee: +9/+5/+1 (1d4+4 P/S, Crit 2d4+8 P/S)

Ranged (10 ft.): +5/+1/-3 (1d4+4 P/S, Crit 2d4+8 P/S)

Traits: agile, finesse, thrown 10 ft., versatile S

### Halberd (Expert)

Melee: +9/+4/-1 (1d10+4 P/S, Crit 2d10+8 P/S)

Traits: reach, versatile S

### Sling (Expert)

Ranged (50 ft.): +5/+0/-5 (1d6+2 B, Crit 2d6+4 B)

Traits: propulsive

### Special Abilities

Low-Light Vision

See in dim light as if it were normal light.

### Feats

Natural Ambition [Ancestry Feats]

Gain a 1st-level class feat for your class.

Sudden Charge [Class Feats]

Stride up to double your Speed and make a melee Strike vs an enemy within reach.

Exacting Strike [Natural Ambition]

Strike made as part of this action does not count toward your multiple attack penalty if it fails.

Group Impression

When you use the Impression activity you can affect 2 targets.

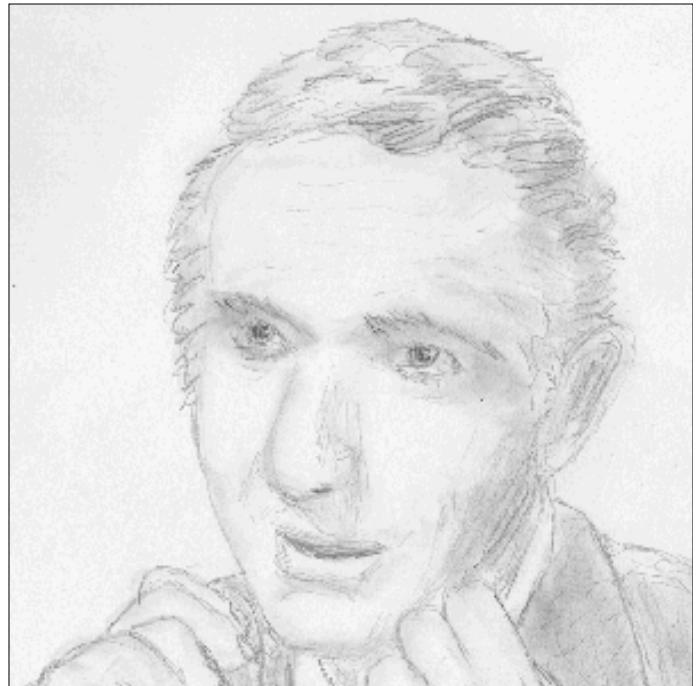
Shield Block

Your shield absorbs damage up to the shield's Hardness. You and the shield each take any remaining damage.

### Tracked Resources

Caltrops

Character Number: 14034 - 2009



### Skills

<input type="checkbox"/>	+6 <sub>T</sub>	Academia Lore <sub>Int</sub>
<input type="checkbox"/>	+0 <sub>U</sub>	Acrobatics <sub>Dex</sub>
<input type="checkbox"/>	+6 <sub>T</sub>	Arcana <sub>Int</sub>
<input type="checkbox"/>	+7 <sub>T</sub>	Athletics <sub>Str</sub>
<input type="checkbox"/>	+6 <sub>T</sub>	Crafting <sub>Int</sub>
<input type="checkbox"/>	+4 <sub>T</sub>	Deception <sub>Cha</sub>
<input type="checkbox"/>	+4 <sub>T</sub>	Diplomacy <sub>Cha</sub>
<input type="checkbox"/>	+4 <sub>T</sub>	Intimidation <sub>Cha</sub>
<input type="checkbox"/>	+6 <sub>T</sub>	Legal Lore <sub>Int</sub>
<input type="checkbox"/>	+0 <sub>U</sub>	Medicine <sub>Wis</sub>
<input type="checkbox"/>	+0 <sub>U</sub>	Nature <sub>Wis</sub>
<input type="checkbox"/>	+6 <sub>T</sub>	Occultism <sub>Int</sub>
<input type="checkbox"/>	+1 <sub>U</sub>	Performance <sub>Cha</sub>
<input type="checkbox"/>	+0 <sub>U</sub>	Religion <sub>Wis</sub>
<input type="checkbox"/>	+6 <sub>T</sub>	Society <sub>Int</sub>
<input type="checkbox"/>	+0 <sub>U</sub>	Stealth <sub>Dex</sub>
<input type="checkbox"/>	+0 <sub>U</sub>	Survival <sub>Wis</sub>
<input type="checkbox"/>	+0 <sub>U</sub>	Thievery <sub>Dex</sub>

### Tracked Resources

Dagger

Sling bullets

Torch

20

**Gear** (Encum: 9 bulk, Over: 14 bulk)**Total Bulk Carried: 8.8, Unencumbered**

Backpack (32 @ 3.5 blk)	L
Bandolier (20 @ 0.2 blk)	L
Bedroll <In: Backpack (32 @ 3.5 blk)>	L
Belt pouch (3 @ 0.1 blk)	-
Caltrops <In: Belt pouch (3 @ 0.1 blk)>	L
Chain mail	2
Chalk x10 <In: Backpack (32 @ 3.5 blk)>	-
Climbing kit <In: Backpack (32 @ 3.5 blk)>	1
Clothing, ordinary (empty)	-
Dagger x4	0.4
Flint and steel <In: Belt pouch (3 @ 0.1 blk)>	-
Halberd	2
Material component pouch (empty)	L
Money <In: Belt pouch (3 @ 0.1 blk)>	-
Rations (1 week) <In: Backpack (32 @ 3.5 blk)>	L
Religious symbol, wooden	L
Repair kit <In: Backpack (32 @ 3.5 blk)>	1
Sack (empty) x5 <In: Backpack (32 @ 3.5 blk)>	L
Signal whistle	-
Sling	L
Sling bullets x20 <In: Bandolier (20 @ 0.2 blk)>	0.2
Soap <In: Backpack (32 @ 3.5 blk)>	-
Tent, pup <In: Backpack (32 @ 3.5 blk)>	L
Torch x10 <In: Backpack (32 @ 3.5 blk)>	1
Waterskin	L
Writing set <In: Backpack (32 @ 3.5 blk)>	L

**Experience & Wealth**Experience Points: **0** (2nd @ 12)Current Cash: **You have no money!**

## Hawthorne Appleby – Abilities & Gear

### Exacting Strike

(Feat, Human, Natural Ambition, Race)

**Traits:** Fighter, Press  
**One Action**

You make a controlled attack, fully accounting for your momentum. Make a Strike. The Strike gains the following failure effect.

**Failure** This attack does not count toward your multiple attack penalty.

### Group Impression

(Background, Feat)

**Traits:** General, Skill  
**Prerequisites:** trained in Diplomacy

When you Make an Impression, you can compare your Diplomacy check result to the Will DCs of two targets instead of one. It's possible to get a different degree of success for each target. The number of targets increases to four if you're an expert, 10 if you're a master, and 25 if you're legendary.

### Shield Block

(Class, Feat, Fighter)

**Traits:** General  
**Reaction**

**Trigger:** While you have your shield raised, you would take damage from a physical attack.

You snap your shield in place to ward off a blow. Your shield prevents you from taking an amount of damage up to the shield's Hardness. You and the shield each take any remaining damage, possibly breaking or destroying the shield.

### Sudden Charge

(Class, Class Feats, Feat, Fighter)

**Traits:** Fighter, Flourish, Open  
**Two Actions**

With a quick sprint, you dash up to your foe and swing. Stride twice. If you end your movement within melee reach of at least one enemy, you can make a melee Strike against that enemy. You can use Sudden Charge while Burrowing, Climbing, Flying, or Swimming instead of Striding if you have the corresponding movement type.

### Low-Light Vision

(Ancestry Heritage, Human, Race)

The monster can see in dim light as though it were bright light, so it ignores the concealed condition due to dim light.

### Vigilant Seal Champion

(Boon, Faction)

**Prerequisites** Vigilant Seal Tier 0

**Cost** 4 Fame

This faction boon represents your developing initial contacts with the Vigilant Seal faction, allowing you to gain Reputation with the faction. While you have this boon slotted, you gain Reputation with the faction after a successfully completed adventure, as detailed in its Primary and Secondary Objectives.

**Normal** A character gains no Reputation unless they have a faction boon slotted.

**Appears In:** Pathfinder Society

### Vigilant Seal

(Faction)

Rune-sealed doors, buried temples, warded vaults, and ancient keeps...these are among the most tantalizing sites for explorers to delve, yet all too often these ruins were abandoned for a good reason: their contents were too dangerous to leave unfettered yet too enduring to destroy outright. The Pathfinder Society has a long track record of unleashing forgotten horrors while in the pursuit of glory and lore. Yet for every imprisoned fiend accidentally released while Pathfinders explore overgrown shrines, the explorers have also uncovered and defeated slumbering evils that would have otherwise emerged to plague the world unforeseen and uncontested. As far as the Vigilant Seal's concerned, this tradition of cavalier recklessness must change.

**Faction Leader:** Among the most famous Pathfinders of the previous decade, Eando Kline (CG male human explorer) famously explored Varisia, infiltrated the Hold of Belkzen, and plumbed the Darklands' depths to uncover a lost serpentfolk city. Knowing that further publicity would encourage exploration and goad the serpentine villains to attack the surface, Kline returned to the Grand Lodge ahead of his rival Arnois Belzig, urging the Decemvirate not to publish either of their findings about the site. The Decemvirate dismissed his concerns, and in disgust, Eando Kline resigned from the Society. For the past decade he's led his own expeditions, always endeavoring to explore more responsibly than the organization he left behind. Yet with news of a change in the Decemvirate and respected colleagues rising to positions of power, Eando Kline has returned to the Society at last, accepting his old wayfinder so long as he can lead in the organization's reform.

**Motto:** Protect, Contain, Destroy

**Objectives:** Just as the Pathfinder Society decrees that its agents must "Explore, report, and cooperate," the Vigilant Seal expects its agents to "Protect, contain, and destroy." Dangerous artifacts are often best kept deep within the Grand Lodge or other secure sites, rather than left where they might cause harm. Where slumbering evils lie chained, agents are expected to ensure every link remains strong. And where those goals are impossible, those agents must be ready to neutralize the threat. The Vigilant Seal encourages its agents to be educated enough to identify and understand hazards, and Eando Kline believes that individual Pathfinders must exercise their own discretion in assessing the danger and knowing when to intervene.

**Year 1 Goal:** The Pathfinder Society's past is replete with buried dangers, both in sites of expeditions that were never completed and in the vaults below the Grand Lodge. Now that the Society's leadership has become enamored with unearthing the exploits of the earliest Pathfinders, it's only a matter of time before agents inadvertently unleash a devastating curse or threat that the likes of Pathfinder Society cofounders Durvin Gest or Selmius Foster thought it wiser not to disturb—Vigilant Seal members must be ready to avert such dangers whenever possible, and to quickly neutralize them if not.

**Appears In:** Pathfinder Society