



Claudette, Laurette, and Paulette (pig farmers):

Human commoner 2

CN Medium humanoid (human)

Init -1; Senses Perception +0

DEFENSE

AC 9, touch 9, flat-footed 9 (-1 Dex)

hp 9 (2d6+2)

Fort +1, Ref -1, Will +0

OFFENSE

Speed 30 ft.

Melee scythe -2 (2d4+1/×4) or

club +2 (1d6+1)

Ranged club +0 (1d6+1)

TACTICS

During Combat The commoner threatens aggressors with her scythe, but switches to her club if she actually has to attack.

STATISTICS

Str 13, Dex 9, Con 12, Int 10, Wis 11, Cha 8

Base Atk +1; CMB +2; CMD 11

Feats Skill Focus (Handle Animal, Heal)

Skills Craft (carpentry) +6, Handle Animal +7, Heal +5, Knowledge (nature) +1, Profession (farmer) +5

Languages Common

Gear club, scythe, artisan's tools, pigs (8), bit and bridle, light horse, pack saddle, 251 gp

Despite her muddy appearance, a pig farmer has many useful skills.



Nebula and Gamora (tavern champions):

Half-orc warrior 5

N Medium humanoid (human, orc)

Init +1; Senses darkvision 60 ft.; Perception +0

DEFENSE

AC 16, touch 11, flat-footed 15 (+4 armor, +1 Dex, +1 natural)

hp 37 (5d10+10)

Fort +5, Ref +2, Will +0

Defensive Abilities orc ferocity

OFFENSE

Speed 30 ft.

Melee unarmed strike +7 (1d3+2) or sap +7 (1d6+2 nonlethal) or warhammer +7 (1d8+3/×3)

TACTICS

During Combat The warrior makes nonlethal unarmed strikes unless an opponent draws a weapon. She uses Improved Bull Rush to throw opponents into tables or through windows. If sorely pressed, she drinks her potion of enlarge person.

STATISTICS

Str 14, Dex 13, Con 12, Int 9, Wis 8, Cha 10

Base Atk +5; CMB +7; CMD 18

Feats Combat Reflexes, Improved Bull Rush, Improved Unarmed Strike

Skills Intimidate +9, Perception +0

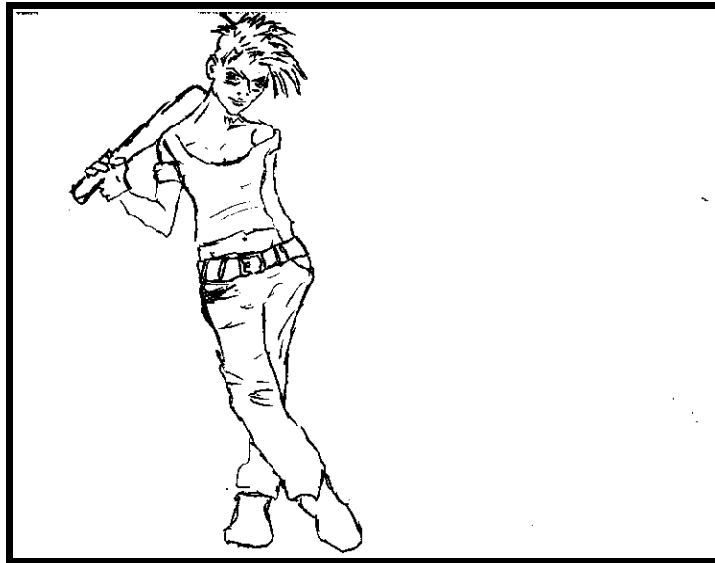
Languages Common, Orc

SQ orc blood, weapon familiarity

Gear chain shirt, sap, warhammer, amulet of natural armor +1, 137 gp

A tavern champion is locally famous for boxing, throwing darts, arm wrestling, or just coming out on top in a bar fight. If she's not in the mood to fight—for example, if she's just trying to enjoy a meal or drink with friends—she prefers to intimidate rivals into backing down, but still enjoys a good brawl and knocks out anyone who doesn't take no for an answer.

Besting the tavern champion in a contest of strength earns her respect and admiration (and often a friendly camaraderie) as long as her opponent has good sportsmanship and lets her keep her dignity in defeat. Humiliating her, on the other hand, could result in an ambush beating or acts against the victor's property or companion creatures.



Rebecca (ruffian):

Human commoner 7

N Medium humanoid (human)

Init +3; Senses Perception +4

DEFENSE

AC 11, touch 9, flat-footed 11 (+2 armor, -1 Dex)

hp 45 (7d6+21)

Fort +3, Ref +1, Will +1

OFFENSE

Speed 30 ft.

Melee mwk dagger +7 (1d4+3/19-20) or club +6 (1d6+4)

Ranged dagger +2 (1d4+3/19-20)

TACTICS

During Combat The commoner fights with a dagger in her main hand, and holds another dagger in her off hand in case she wants to throw it.

STATISTICS

Str 16, Dex 8, Con 12, Int 11, Wis 9, Cha 10

Base Atk +3; CMB +6; CMD 15

Feats Improved Initiative, Skill Focus (Intimidate, Stealth), Step Up, Toughness

Skills Bluff +5, Intimidate +8, Perception +4, Sense Motive +1, Stealth +9

Languages Common

Other Gear leather armor, club, daggers (4), masterwork dagger, manacles, rope (50 ft.), sunrods (4), 3,656 gp

A ruffian makes a living by petty theft and robbery when she isn't working with a larger gang. Lacking the motivation to learn a profitable trade, a ruffian has spent a lifetime at hard unskilled labor, and isn't afraid to throw her weight around to get what she wants.

Ruffians are employed anywhere brute strength is more important than skill or finesse and getting it done cheaply is better than getting it done well. Miners use ruffians to push carts; farmers hire them to load wagons; merchants, thieves' guilds, and cults use them as enforcers and guards; and street gangs enlist them to bolster their numbers.