

NEOEXODUS ICONICS: KARISSA



Female P'Tan Rogue 3

CG Medium outsider (native)

Homeland Koryth

Deity Sanguine Covenant

Init +3 Senses darkvision 60ft.; light sensitivity; Perception +8

Languages Common, Exodite

DEFENSE

AC 17, touch 13, flat-footed 14 (+4 armor, +3 Dex); ACP -1

hp 24 (3d8+6)

Fort +2, Ref +6, Will +3

Defensive Abilities evasion, shadowborn

OFFENSE

Speed 30ft

Melee mwk rapier +6 (1d6+2, 18-20) or

Melee sap +5 (1d6 non-lethal) or

Ranged mwk shortbow +6 (1d6, x3)

Special atk shadowspark +5 ranged touch or 15ft cone (DC13 Ref half) (6/day, 1d6+1), sneak attack +2d6, vengeance

STATISTICS

Abilities Str 14, Dex 17, Con 12, Int 10, Wis 15, Cha 11

Base Atk +2 CMB +4 CMD 17

Feats Black Lightning Cone, Toughness, Weapon Finesse

Skills Acrobatics +9, Climb +8, Disable Device +10 (+11 to disable traps), Knowledge (local) +6, Perception +8 (+9 to find traps), Sleight of Hand +9, Stealth +9, Use Magic Device +6

SQ trapfinding, trap sense +1

SPECIAL ABILITIES

Light Sensitivity P'Tan are dazzled in areas of bright sunlight or within the radius of a daylight spell. (-1 penalty on attack rolls and sight-based Perception checks)

Shadowborn Due to their connection to elemental shadow, P'Tan have a +4 bonus on saves spells with the shadow subtype.

Shadowspark (Su) As a standard action a P'Tan can unleash a bolt of crackling black lightning against a target within 30 feet that deals 1d6 plus one for every two level points of electrical damage with a successful ranged touch attack. A P'Tan can use this ability a



number of times per day equal to 3 + the P'Tan's Wisdom modifier.

Vengeance A P'Tan gains a +1 bonus on attack rolls against creatures with the First One subtype.

EQUIPMENT

acid, alchemist fire (2), thunderstone, backpack, grappling hook, oil (5), silk rope, mwk thieves' tools, one weeks' rations, 45gp in nonmagical Equipment

P'TAN: THE FORMER SLAVE

The P'Tan are a race created from elemental shadow by the First Ones to replace the slaves lost when mankind rebelled. The P'Tan bore the brunt of the First Ones' wrath and that has forever stained their psyche. Some P'Tan managed to escape and break free of their enslavement and now live to hunt down the First Ones.

Many races of Exodus look upon the P'Tan with suspicion. However, once a P'Tan is accepted into a group, he works to help it. Since they have no homeland of their own, they tend to adopt the tradition of the land they live in.

They are strong passionate creatures that share one thing in common: reveling in killing any member of the First Ones. But the P'Tan have not lived to this day by engaging in futile or suicidal attacks. Like the cats they resemble, a P'Tan will stalk its victim and hunt it before moving in for the kill.

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NEW FEATS

Black Lightning Cone As a standard action that provokes attacks of opportunity, you can unleash a 15ft. cone; creatures hit get a Reflex save for half damage. The DC is 10+ half your character level plus your Wisdom modifier. In addition, you can use your black lightning one additional time per day.(Source: NeoExodus Campaign Book)

KORYTH

The magic-filled, land-locked lands of Koryth are filled with magical oddities, scars upon the world left by the apocalyptic battles that freed the world from the First Ones. Traditionally, Koryth was split between the Caneus Empire and the Confederacy of Reis, but its extreme weather meant that it was never truly colonized or conquered by either.

Today, Koryth is the capital of the Imperial Alliance and home to its governing body, the Senate. Koryth is neutral ground between the great nations that comprises the Alliance and has no standing army of its own, other than the monastic order known as the Janissaries.



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Init +4 Senses darkvision 60ft.; Perception +10

Languages Common, Exodite

DEFENSE

AC 14, touch 14, flat-footed 18 (+4 armor, +4 Dex);
ACP +0

hp 38 (5d8+10)

Fort +2, Ref +8, Will +3

Defensive Abilities evasion, shadowborn, uncanny
dodge

OFFENSE

Speed 30ft

Melee +1 rapier +8 (1d6+3, 18-20) or

Melee sap +7 (1d6 non-lethal) or

Ranged mwk shortbow +8 (1d6, x3)

Special atk shadowspark +7 ranged touch or 15ft cone
(DC13 Ref half) (6/day, 1d6+1), sneak attack +3d6,
vengeance

STATISTICS

Abilities Str 14, Dex 18, Con 12, Int 10, Wis 15, Cha
11

Base Atk +3 CMB +5 CMD 19

Feats Black Lightning Cone, Daylight Adaptation,
Toughness, Weapon Finesse

Skills Acrobatics +12, Climb +10, Disable Device
+14 (+16 to disable traps), Knowledge (local) +8,
Perception +10 (+12 to find traps), Sleight of Hand
+12, Stealth +12, Use Magic Device +8

SQ trapfinding, trap sense +1

SPECIAL ABILITIES

Light Sensitivity P'Tan are dazzled in areas of bright
sunlight or within the radius of a daylight spell. (-1
penalty on attack rolls and sight-based Perception
checks)

Rogue Trick Fast Stealth Take no penalty to use
Stealth and move at full speed.

Shadowborn Due to their connection to elemental
shadow, P'Tan have a +4 bonus on saves spells with
the shadow subtype.

Shadowspark (Su) As a standard action a P'Tan can
unleash a bolt of crackling black lightning against a
target within 30 feet that deals 1d6 plus one for every



two level points of electrical damage with a successful
ranged touch attack. A P'Tan can use this ability a
number of times per day equal to 3 + the P'Tan's
Wisdom modifier.

Vengeance A P'Tan gains a +1 bonus on attack rolls
against creatures with the First One subtype.

EQUIPMENT

mithral shirt, +1 rapier, sap, mwk shortbow with 20
arrows, acid, alchemist fire (2), handy haversack, hat
of disguise, potion of *cure moderate wounds*, thun-
derstone, backpack, grappling hook, oil (5), silk rope,
mwk thieves' tools, one weeks' rations, 100gp in
nonmagical equipment, 200gp

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by the First Ones to replace the slaves lost when
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Daylight Adaptation You no longer suffer from light sensitivity.(Source: NeoExodus Campaign Book)

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