

NEDEXODUS ICONIC:
SIR CRAIG BARROWSTONE

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SIR CRAIG BARROWSTONE: MALE FORGEBOHN AEGIS

SIR CRAG BARROWSTONE

Male forgeborn aegis 3

Homeland Caneus Empire

Deity The Sanguine Covenant

LN Medium humanoid (forgeborn, half-construct)

Init +1; **Senses** Perception -1

Languages Common, Forgeborn, Dwarven, Xeph

DEFENSE

AC 19, touch 10, flat-footed 19 (+8 armor, +1 natural)

hp 27 (3d10+6)

Fort +5; **Ref** +2; **Will** +2; +2 vs. fear, disease, mind-affecting effects, poison, exhaustion, and fatigue

Defensive Abilities *fortification 25%, half-construct traits, invigorating suit, stalwart*; **DR** 2/—

OFFENSE

Speed 20 ft.

Melee *crystallized dwarven waraxe* +8 (1d10+6)

Ranged aegis crystal +4 (1d8)

STATISTICS

Str 18, **Dex** 13, **Con** 17, **Int** 12, **Wis** 8, **Cha** 8

Base Atk +3; **CMB** +6; **CMD** 17

Feats Extra Customization, Exotic Weapon Proficiency (dwarven waraxe), Psionic Talent

Skills Acrobatics +7 (+2 in armor), Autohypnosis +4, Climb +8 (+3 in armor), Craft (weapon) +8, Knowledge (psionics) +6, Spellcraft +7, Swim +9 (+4 in armor), Use Magic Device +5

SQ astral repair, craftsman (weapon +1), form astral suit (astral juggernaut: *brawn, crystallized weapon, flexible suit, fortification, hardy, ranged attack, stalwart*), power points (6), reconfigure (1/day), slow and steady, source crystal

SPECIAL ABILITIES

Astral Repair (Ps): Crag is capable of repairing mundane items with a touch. As a standard action, he may restore 2 hit points to a touched item. Bringing a broken object up to half its original hit points removes the broken condition.

Craftsman (Ex): Sir Crag Barrowstone has a +1 bonus on Craft checks involving weapons.

Form Astral Suit (Su): Sir Crag Barrowstone can manifest a suit of armor made of ectoplasm. He manifests the “astral juggernaut” form, which grants the fortification, hardy, and stalwart customizations for free. He has further customized his suit to grant the benefits of the brawn, crystallized weapon, flexible suit, and ranged attack customizations. Because Crag doesn’t need sleep, it is rare that he is not in his aegis.

Invigorating Suit (Su): While wearing his suit, Sir Crag Barrowstone gains a +4 bonus to the following checks: Swim checks made to resist nonlethal damage from exhaustion; Constitution checks made to continue



running or to avoid nonlethal damage from a forced march, starvation, or thirst; or Fortitude saves to avoid nonlethal damage from hot or cold environments and to resist damage from suffocation.

Reconfigure (Ex): Once per day, Sir Crag Barrowstone may reconfigure 1 customization point on his astral suit as a standard action.

EQUIPMENT

dwarven waraxe, *quickrunner's shirt, ioun torch, catching cape*, backpack, 20 gp, 15 sp in a belt-pouch; the backpack contains the following: *potions of cure moderate wounds* (2), *potions of shield of faith* +2 (2), *potions of jump* (2), *potions of pass without trace* (2), 5 sunrods, *traveller's any-tool*, vial of *nightdrops*, *bandages of rapid recovery*, and a waterproof bag (containing 50 feet of silk rope, common grappling hook, 10 pitons), and courtly jewelry worth 50 gp.

CANEUS EMPIRE

The Caneus Empire was forged from feudal duchies of Nas people when Gregory Eland was pushed to war against major magnates because of their petty abuse of the people and lands they lorded over. In a brilliant campaign he crushed his opposition and crowned himself emperor, starting the dynasty which guides the Caneus Empire to this day.

The lands comprising the empire are mostly harsh, cold mountains, giving birth to tough, strong, brave people who see life as a series of trials and tests.

The creation of the empire did not erase the feudal structures of old—it retained the dukes, barons, knights, and serfs—but bound them together in service to the emperor, and instilled a strong sense of duty and loyalty to the nation, which the nobility lacked prior to the unification.

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Male forgeborn aegis 5

Homeland Caneus Empire

Deity The Sanguine Covenant

LN Medium humanoid (forgeborn, half-construct)

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

Languages Common, Forgeborn, Dwarven, Xeph

DEFENSE

AC 22, touch 12, flat-footed 22 (+9 armor, +2 deflection, +1 natural)

hp 52 (5d10+20)

Fort +7; **Ref** +2; **Will** +3; +2 vs. fear, disease, mind-affecting effects, poison, exhaustion, and fatigue

Defensive Abilities *fortification* 25%, half-construct traits, invigorating suit, *stalwart*; DR 3/—

OFFENSE

Speed 20 ft. (25 ft. in aegis)

Melee *crystallized dwarven waraxe* +10 (1d10+6)

Ranged aegis crystal +6 (1d8)

STATISTICS

Str 18, **Dex** 13, **Con** 18, **Int** 12, **Wis** 8, **Cha** 8

Base Atk +5; **CMB** +9; **CMD** 20

Feats Extra Customization, Exotic Weapon Proficiency (dwarven waraxe), Master Craftsman, Power Attack, Psionic Talent

Skills Acrobatics +9 (+4 in armor), Autohypnosis +8, Climb +8 (+3 in armor), Craft (weapon) +9, Knowledge (psionics) +6, Spellcraft +9, Swim +10 (+5 in armor), Use Magic Device +5

SQ astral repair, augment suit (1 point for 1 round), craftsman (weapon +1), form astral suit (astral juggernaut: *brawn*, *crystallized weapon*, *darkvision*, *flexible suit*, *fortification*, *hardy*, *improved armor*, *ranged attack*, *speed*, *stalwart*), power points (9), reconfigure (2/day), slow and steady, source crystal

SPECIAL ABILITIES

Astral Repair (Ps): Crag is capable of repairing mundane items with a touch. As a standard action, you may restore 2 hit points to a touched item. Bringing a broken object up to half its original hit points removes the broken condition.

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Reconfigure (Ex): Once per day, Sir Crag Barrowstone may reconfigure 1 customization point on his astral suit as a standard action.

EQUIPMENT

dwarven waraxe, quickrunner's shirt, ring of protection +2, eyes of the eagle, handy haversack, and a belt-pouch containing 12 gp and 10 sp; the handy haversack contains the following: *potions of cure moderate wounds* (3), *potions of barkskin* +2 (2), *potion of fly*, *potion of enlarge person*, *traveller's any-tool*, 10 sunrods, *ioun torch*, vial of *nightdrops*, waterproof bag (contains 50 feet of silk rope, a common grappling hook, and 10 pitons), and courtly jewelry worth 50 gp.

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