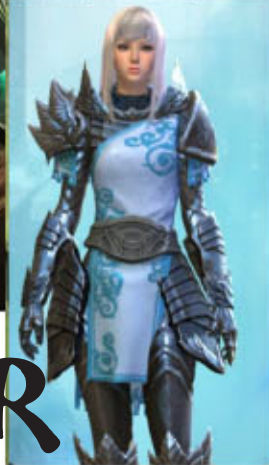
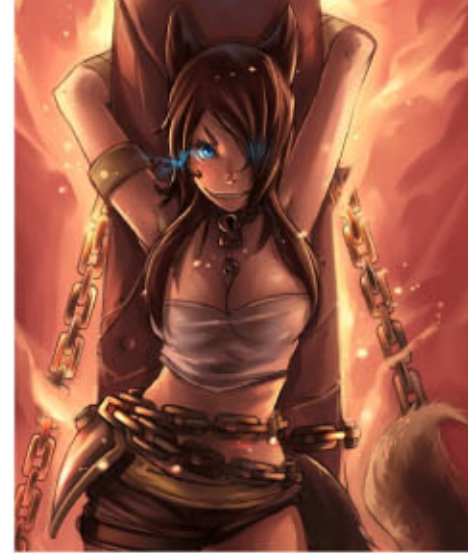


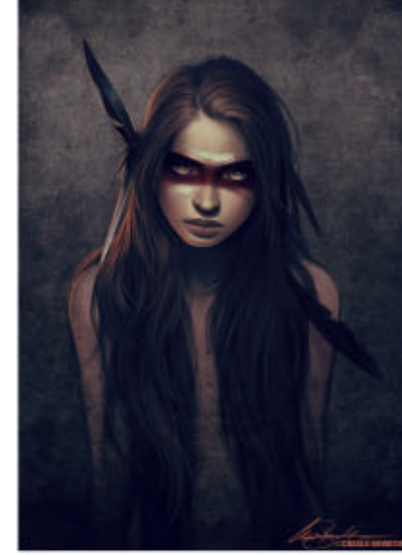
# THE GOLEMANCER



Pathfinder has non-evil necromancers in the Juju Oracles. Calavera is an elf from the Mwangi Expanse, taken slave by Cheliox. She'd make a pretty good team player but many DMs don't like necro PCs.



This is a kitsune, being burned at the stake because they think she's a tiefling or a witch. I don't know for certain what class she is, but she'll be very willing to adventure with whoever gets her off that stake and out of the fire.



This is a Shoanti Druid/Ranger/Barbarian? They are the barbarians native to Varisia. I'm not sure what direction I'd take a druid, but I'm sure I could think of something. Probably some kind of archer or lancer.



This concept probably isn't going to fly, but is still pretty cool. Luna is a Dark Tapestry Oracle/agent of the Great Old Ones. She'd primarily be a conjuration oracle with a side of insanity. Here is her character history, born in Varisia but raised in Cheliox.

I've had this idea for a while now and am pretty keen to play it. So here is the idea: Human or Dwarven Oracle of Battle. The build would be complete around 6th level and then would concentrate on combat feats. I would need the three feats of Craft Magic Arms and Armor, Craft Wondrous Item and Craft Construct. The last requires 5 levels of spellcaster, though it doesn't matter what kind. I'm going to try the character out a couple of different ways, including Holy Vindicator and will probably go with the best build since the concept is solid in my mind.

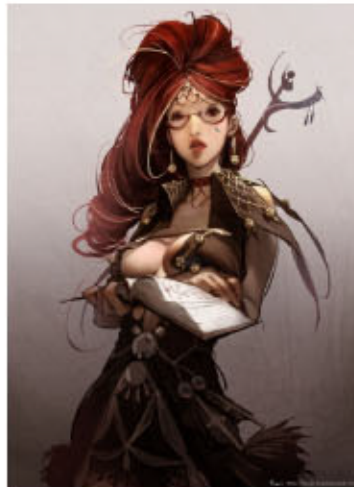
The character personality would be someone who is really organized, tactical, teamwork based and goal-oriented. The character will come from Magrimar (right next door to Sandpoint) because of the Golemworks hosted in the city.

I don't know how effective this character will be. I think it will be expensive but I can probably save money by making items rather than buying them. I've read a lot of articles that think Item Crafting isn't worth the feats, but I think the concept looks cool and that is generally the most important thing for me.

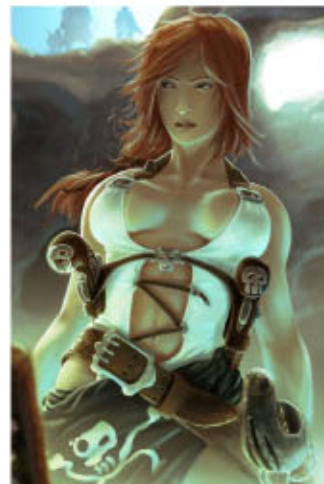
This idea seems flavorful, novel and based on the history of Magrimar, very relevant to the campaign. Difficulties with it are that it will probably necessitate some rules calls because it non-standard. I don't think any of them would be that complicated and there are some really good rules for animated object creation on [www.d20pfsrd.com](http://www.d20pfsrd.com)



Here's a Cypher mage out of Riddleport, another nearby city. She would be focused on scrolls and research.

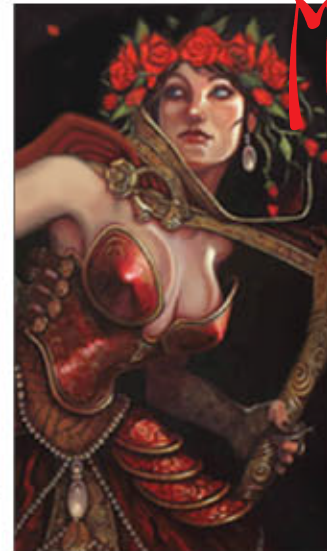


This part of Varissia is a haven for pirates. I've been interested in gunslingers but have no idea how they play. I like the picture because she's stolen someone flag for a skirt. I don't know why I find that so funny, but I just do. I don't have a personality yet, but who doesn't love pirates?



## MALGRIM BKRUTH THE REAPER OF TIAN JA

Malgrim is a cavalier mercenary. A raider in his younger days, his reputation stays with him although he's been around long enough to know that evil always turns on itself in the end. I would see him as being neutral, distrusting of causes in general and simply going through life one step at a time. I think this is also a very team oriented character. Hobgoblin cavaliers specialize in Intimidate and so he would focus on the more intellectual side of warfare.



## THE MAIDEN OF ROSES

I made this character for Council of Thieves (Cheliox again) and none of us liked the AP so we stopped during the second book. She's a paladin of Shelyn. She fights against those that destroy beauty and art. She makes a really good face character and is pretty flavorful

## SHYFT FATE SPINNER

Shyft was an Arcane Trickster but I didn't like the class very much. I'd be happy to remake her as a different kind of caster however - perhaps a sorcerer or wizard. I like playing wizards because they let me do a lot of planning between sessions. I can see the character as an enchanter, illusionist or necromancer. Anything with a strong element of sneak to it.



## ALEXANDER TORQUEMADA

Alexander is a LN Inquisitor of Asmodeus. People sell their souls and then try to get out of the bargain by becoming undead. Alexander is tasked with hunting them down and making certain that they move on to their promised reward.

I played Alexander in a party including a paladin and the two got along quite well. Alexander doesn't like evil any more than anyone else because it refuses to obey the rules. He is very much a team player and is a tank/melee damage character.

