

FATIMA BUKHARI

THE DESERT WIND

1 zen archer dwarf lawful good monk pahmet

level/class	race	alignment	monk	pahmet
ability score	total	mod	attack	damage
STR strength	10	-	HP hit points	11 / 11
DEX dexterity	14	+2	AC armor class	15
CON constitution	16	+3	INIT initiative	+2
INT intelligence	10	-	TOUCH armor class	15
WIS wisdom	16	+3	EXP experience	FLAT-FOOTED armor class
CHA charisma	8	-1	FORT fortitude	+5 +2 +3
			CMB combat maneuver	+0
			CMD maneuver defense	16
			SP RES spell resistance	-

weapons & attacks	attack	damage	crit
short bow	+2	1d6	x3
unarmed strike	+0	1d6	x2

SKILLS

		total	ranks	class	ability	misc
acrobatics	dex	2		-	2	
appraise	int	0			0	
bluff	cha	-1			-1	
climb	str	0		-	0	
craft: bows	int	0		-	0	
diplomacy	cha	-1			-1	
disable device	dex	7	1	3	2	1
escape artist	dex	2		-	2	
heal	wis	3			3	
intimidate	cha	-1		-	-1	
knowledge: history	int	7	1	3	0	3
knowledge: local	int	4	1	3	0	
knowledge: religion	int	0		-	0	1
linguistics	int	1	1		0	
perception	wis	7	1	3	3	
ride	dex	2		-	2	
sense motive	wis	3		-	3	
stealth	dex	2		-	2	
survival	wis	3			3	
swim	str	0		-	0	
use magic device	cha	-		-	-1	1



FEATS & FEATURES

languages: common, dwarven, ancient osiriani

+4 CMD vs bull rush, trip

+2 sv vs poison, diseases, spells/spell-like abilities

+1 sv vs divine magic

+1 attack, +2 AC, +2 perception vs flying creatures

darkvision 90'

light blindness, -2 sv vs light spells

flurry of blows

zen perfect strike

improved unarmed strike

perfect strike

feat: point-blank shot

feat: precise shot

drawback: pride

trait: trapfinder

trait: dangerously curious

trait: devotee of the old gods

Hardy: dwarves receive a +2 racial bonus on saving throws against poison, spells, and spell-like abilities.
slow and steady: dwarves have a base speed of 20 ft, but their speed is never modified by armor or encumbrance.

Stability: dwarves receive a +4 bonus to their combat maneuver defense when resisting a bull rush or trip attempt while standing on the ground.

Sky sentinel: as creatures with a deep affinity for the ground, dwarves are wary of attacks from above. Enemies on higher ground gain no attack roll bonus against dwarves with this racial trait, and they gain a +1 racial bonus on attack rolls, a +2 dodge bonus to ac, and a +2 bonus on perception checks against flying creatures.

Lorekeeper: dwarves with this racial trait receive a +2 racial bonus on knowledge (history) skill checks that pertain to dwarves or their enemies. They can make such skill checks untrained.

Darkvision 90 ft: dwarves with this racial trait increase the range of their darkvision to 90 ft however, they are automatically dazzled in bright light and take a -2 penalty on saves against effects with the light descriptor.

Osirionology: pick one intelligence-based skill - knowledge - religion. You gain +3 bonus on all checks made using that skill in relation to osirion or its people. In addition, you gain +1 bonus to all other intelligence-based skill checks made in relation to osirion or its people.

Improved unarmed strike: you are considered to be armed even when unarmed, you do not provoke attacks of opportunity from armed opponents when you attack them while unarmed. However, you still get an attack of opportunity against any opponent who makes an unarmed attack on you. In addition, your unarmed strikes can deal lethal or nonlethal damage. (pfc 128)

Perfect strike: you must declare that you are using this feat before you make your attack roll. You must use one of the following weapons to make the attack: kama, nunchaku, quarterstaff, sai, and siangham. You can roll your attack roll twice and take the higher result. If one of these rolls is a critical threat, the other roll is used as your confirmation roll. You may attempt a perfect attack 1 times per day, and no more than once per round.

Point-blank shot: you get a +1 bonus on attack and damage rolls with ranged weapons at ranges of up to 30'

Precise shot: you can shoot or throw ranged weapons at an opponent engaged in melee without taking the standard -4 penalty on your attack roll. (pfc 131)

Dangerously curious (magic): you gain a +1 bonus on use magic device checks, and use magic device is always a class skill for you. (pfap 329)

Devotee of the old gods: Your devotion to one of the deities of ancient osirion has helped keep the memory of osirion's past alive—a past that still lingers on in the untouched necropolis of wati. You gain a +1 trait bonus on knowledge (history) and knowledge (religion) checks, and one of those skills is always a class skill for you. In addition, your faith in the old gods of osirion grants you a +1 trait bonus on saving throws against divine magic.

Trap Finder: The tombs of Wati's necropolis, just opened for exploration, seem like the perfect place to put your skills to the test. You gain a +1 trait bonus on Disable Device checks, and that skill is always a class skill for you. In addition, you can use Disable Device to disarm magic traps, like a rogue.

Pride: When someone threatens, accuses, or challenges you, you take a -2 penalty on Diplomacy checks and Sense Motive checks involving that creature until the creature apologizes to you.



THE TEMPLE OF THE SUN

The quiet of the dark passage was interrupted only briefly by the quiet thrumming of feet running in unison. The pitch darkness and timed footbeats made estimating the number of runners impossible despite the dozen young dwarven acolytes passing through the five-foot wide corridor.

Breathingly evenly, one would hardly know that the acolytes had run for two days and two nights without rest, nor that they had been required to perform the Ritual of Kohn at each shrine they passed. Fatima had taken the lead from her fellow competitors early and had no intention of losing it as she rounded the final tombs.

The final push carried her through the Temple of the Sun, a cavernous vault with a sky window mirrored in gold. Surprised, for someone had faced the mirror toward the entrance from the deep catacombs, her feet lost their pace and she went down, the bright light stabbing into her eyes.

Forewarned, the students behind her did not make the same mistake, all of them catching up while two even passed her. Rolling to her feet, she lept forward onto the Span of Ages, her feet beating a tempo doubling her pounding heartbeat.

Flinging herself forward, she let go of conscious thought, turning her body over to the will of the gods. She could see them lining the span on both sides as her mind withdrew and feet beat out a rhythm part organic, part spiritual, its dimensions echoing back her heartbeat - the ticking of the Soul Engine.

Fatima opened her eyes within the Temple of the Sun in time to see Ereh'ten, the SoulSmith, walking down the steps of the Great Pyramid. Folded in his arms were vestments of supple kidskin in black and ivory, the colors honoring Khemet I, the last Pharaoh.

She bent to one knee, there in the Temple of the Sun, the single most important room in all of pahmet history. Here were crowned the pahmet priests and kings. Here SoulSmith Alk'antir had welcomed Seth, the first of the Pharaohs of the lower Sothis. Now these great men would be joined by the glyphs of Fatima Bukhari, this most recent, but hopefully not least, of pahmet heroes.

Clad in her new vestments her sight barely registered the tears in the eyes of her parents as she followed Ereh'ten through the door beneath the Great Pyramid and out into the desert. They had opened the crypts of Wati, and the pahmet would be there to make sure the dead were left to rest before those doors were closed again.

PAHMET

The austere Pahmet are a race of dwarves who have been part of Osirian culture since the later centuries of the Age of Destiny. Their origins remain mysterious, confounded by the Pahmet's insistence that they were originally messengers from the gods sent to warn the ancient pharaohs in times of crisis. Whatever the reality of their origins is, the Pahmet were indeed closely connected with the pharaohs of Ancient Osirion, who greatly valued their sage advice, born of their long lifespans. Some pharaohs, however, valued them even more for their courage, resilience, and martial nature—all of which combined to make them superlative bodyguards.

Not all pharaohs could expect the dutiful service of the Pahmet, however, for these dwarves chose which pharaohs deserved their respect. Those they deemed worthy rulers were protectors and peacemakers, good and just pharaohs who worked to end suffering. These pharaohs' deeds drew the Pahmet from their mountains and into the heart of the empire, where they presented themselves as servants. It was considered a great honor to be chosen by the Pahmet in this way, and no pharaoh would dare refuse them.

Today, Pahmet clans predominantly occupy subterranean settlements in the mountainous southwestern region of Osirion. Though modern-day Osirion is much smaller than it was during its ancient heyday, pockets of Pahmet exist throughout almost all the lands once held, including modern-day Katapesh, Thuvia, and Rahadoum.

The locations in which they choose to dwell usually have some ancient significance, often being near the lairs of noble sphinxes whose counsel the Pahmet greatly respect. More commonly, however, their settlements and temples are simply annexes of the vast necropolises of those honored pharaohs whom their ancestors deemed worthy of service. Here they perform prayers and rituals to honor the deceased god-kings, act as curators of their vast collections of funerary goods, and work to preserve maze-like passages filled with carved hieroglyphics.

The Pahmet are notoriously harsh in their dealings with outsiders who fail to pay them proper respect. Though never cruel, they can be savage enemies of any who would intrude upon the sanctified tombs of the honored dead. But despite their deliberate, isolationist hostility, the Pahmet generally look with kindness upon those in need, seeking to emulate the worthy pharaohs by working to end suffering where they encounter it.

The Pahmet worship the dwarven pantheon, holding Magrim (the Taskmaster, god of the dwarven afterlife) above all others, followed by the brother-gods Grundinnar and Kols. Phasma has also attracted their respectful attention over the millennia of service they have given to watching over the famously death-obsessed pharaohs.

Though not all pharaohs deserved their service in life, the sanctity of the afterlife is more important to the Pahmet than any misdeeds of the living.

Now that the pharaohs have returned to Osirion, the Pahmet look hopefully toward Sothis for signs that the current dynasty is deserving of their attention. Only time will tell, and these patient dwarves are more than willing to wait.



"Ask yourself, why do you seek the Cup of Christ? Is it for His glory, or for yours?"

- Kazim

Indiana Jones and the Last Crusade

CHARACTER INSPIRATION

Not all Osiriani are happy with the current plans of the Ruby Prince. Revealing their glorious history, furthering learning and discovering lost magics are all well and fine. What is the difference however, between these pillagers and the Qadiri who came before them. Both claim to be here to lead Osirion into a new age when they really wish to plunder her rich history and cultural heritage.

Fatima is a pahmet dwarf, presenting herself as a guide to Osiriani culture and history while secretly infiltrating the treasure hunters. Her goal is to keep the destruction of Osiriani cultural sites to a minimum and keep their treasures from being smuggled outside their borders.

Fatima is deceiving the adventuring parties by claiming to be a treasure hunter, but she still works within a lawful framework. Knowing that the Prince Khemet has prescribed exactly what can be done with recovered artifacts, there is no need for Fatima to work outside the law. All she must do is follow, watch what the hordes of treasure hunters are doing and report to the Immortal Guard. If she gets to kill some undead along the way, that is surely all to the better.

"If a man does not embrace his past, he has no future."

- Ardeth Bay

The Mummy Returns

