

PATHFINDER

ROLEPLAYING GAME™



MARIWEN
HAELINDE

MARIWEN HAELINDE

Mariwen is a wood elf living in Crying Leaf in the Mierani Forest. As a scout for the elves in their war against the drow, she spends the vast majority of her time in the wild, either above or below ground.

Her father, Feridein, died battling a Marillith in a drow raid when Mariwen was thirty years old. Following in her father's footsteps, Mariwen joined the war at the earliest possible age, first as page, then a squire and finally as a scout.

Mariwen is able to call upon some of her late father's skills as a shaman and therefore possesses darkvision and claws. These features make her stand out from her fellow soldiers and while they respect her fighting ability, they maintain a clearly delineated distance from her.

Her mother, Arden, is a Briarguard (leader of a squad of nature alchemists/engineers) in Crying Leaf and follows her daughter's exploits wherever possible. Happy to see the young elf following her father's path, she gives what encouragement she can, while trying to thwart the worst of the discrimination against her daughter within the military command.

Mariwen will have come to Riddleport on orders of the high command, to track down a rumored drow presence in the city. This assignment was both an

honor, arranged by her mother, and an insult, arranged by her detractors in the Scouting Corps. The Mierani elves avoid humans at all costs, never welcoming them into the Forest and only venturing into the city as a last resort.

Appearance: Mariwen has blue eyes and black hair. She is somewhat short and stocky for an elf although not as strong as she looks. She has slightly better than average looks, a situation that would be greatly improved if she ever dressed in anything other than dirt and fighting gear.

Personality: In camp, Mariwen is impatient and brash but turns extremely cautious in the field, the reason why she is still alive after fifteen years of fighting. She hates drow with a passion undiminished by the long years since her father's death and will go to any lengths to thwart even their most trivial plans. Her somewhat poor treatment at the hands of her fellow citizens has lessened her regard for the city, but her loyalty to the elven race in general burns brightly.

Goals: Mariwen will develop as a combat rogue as she levels, continuing to take levels in alchemist. I plan to get her a familiar at 3rd level and then turn it into a faerie dragon at 7th. She will be able to fly at 6th level and assume the form of a large anthropomorphic panther at 10th. At that point she should be able to see in even magical darkness and able to deal out significant amounts of damage from sneak attack.

MARIWEN'S CRUNCH

Mariwen is a wild elf from Crying Leaf in the Mierani Forest of northern Varissia. This area is the homeland of the elven/drow common ancestor as the drow elves chose not to go into exile with the rest of their people during the Earthfall.

I make characters based on my concept rather than crunch from the rulebooks. While all of my characters are RAW, I flavor them to match what I have in my head rather than whatever pictures happen to be in the book.

While it may not be clear at 2nd level, Mariwen is a beastmorph/vivisectionist alchemist. I see her as shamanistic and able to change her form to the animals of the Mierani Forest. Vivisectionist gives her sneak attack and beastmorph gives her the shapechanging ability. She is meant to function mostly as a rogue and at higher levels will fight primarily in werepanther form, per the beastmaster rules.

I chose tiefling for her race solely for the darkvision and claws, therefore starting her on the path I envision. Given my preference, I'd rather make her a fanglord skinwalker from the new Blood of the Moon Companion. You can find their rules online at <http://d20pfsrd.com>.

Elves, Tieflings and Skinwalkers all have the same bonus to Dex and either another bonus to Int or Cha so there are rather similar. Skinwalker has the flavor I want, elves are the base race I want and tieflings are a compromise, although I'd rather have a nature based spin than the demonic flavor they come with.



Mariwen Haelinde

CHARACTER NAME

Alchemist 2

CLASS

2

Tiefling / Outsider (Native)

LEVEL

RACE

Matthew Campbell

PLAYER NAME

Medium

SIZE

Female

GENDER

85

AGE

6 ft. 0 in.

HEIGHT

CG

ALIGNMENT

140 lbs

WEIGHT

IDENTITY

Calistria

DEITY

Blue

EYES

Black

HAIR



ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP. SCORE	TEMP. MODIFIER
STR STRENGTH	10	+0		

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP. SCORE	TEMP. MODIFIER
DEX DEXTERITY	18	+4		

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP. SCORE	TEMP. MODIFIER
CON CONSTITUTION	14	+2		

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP. SCORE	TEMP. MODIFIER
INT INTELLIGENCE	14	+2		

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP. SCORE	TEMP. MODIFIER
WIS WISDOM	10	+0		

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP. SCORE	TEMP. MODIFIER
CHA CHARISMA	10	+0		

HP	TOTAL
HIT POINTS	19

AC	TOTAL
ARMOR CLASS	18

TOUCH	TOTAL
ARMOR CLASS	14

FLAT	TOTAL
FLAT-FOOTED	14

INIT	TOTAL
INITIATIVE	+4

BAB	TOTAL
BASE ATTACK	+1

WOUNDS

SR	TOTAL
SPELL RESISTANCE	0

SPELL FAIL	TOTAL
ARCANE SPELL FAILURE	10%

CONCENTRATION CHECK BONUS
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FORTITUDE	TOTAL	BASE SAVE	ABILITY MODIFIER	MISC. BONUS	TEMP. MODIFIER
CONSTITUTION	+5	+3	+2	+0	

REFLEX	TOTAL	BASE SAVE	ABILITY MODIFIER	MISC. BONUS	TEMP. MODIFIER
DEXTERITY	+7	+3	+4	+0	

WILL	TOTAL	BASE SAVE	ABILITY MODIFIER	MISC. BONUS	TEMP. MODIFIER
WISDOM	+1	+0	+0	+1	

CMB	TOTAL	BAB	STR MOD	SIZE MOD	MISC. MOD	TEMP. MODIFIER
COMBAT MANEUVER BONUS	1	+1	+0	+0	+0	

CMD	TOTAL	BAB	STR+ DEX	SIZE MOD	MISC. MOD	TEMP. MODIFIER
COMBAT MANEUVER DEFENSE	15	+1	+4	+0	+10	

CONDITIONAL MODIFIERS

Energy Resistance (Cold) 5
Energy Resistance (Electricity) 5
Energy Resistance (Fire) 5
+4 vs ley and plant-based magic
+2 on saving throws vs poison
Senses: Darkvision 60 ft

MELEE	TOTAL	BASE ATTACK	ABILITY MODIFIER	SIZE MODIFIER	MISC. BONUS	TEMP. MODIFIER
ATTACK BONUS	+1	+1	+0	+0	+0	

RANGED	TOTAL	BASE ATTACK	ABILITY MODIFIER	SIZE MODIFIER	MISC. BONUS	TEMP. MODIFIER
ATTACK BONUS	+5	+1	+4	+0	+0	

WEAPON		TOTAL ATTACK BONUS		DAMAGE		CRITICAL	
Small Claws		+5		1d4		20/x2	
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES			
-	0 lbs	B/S	Medium				

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WEAPON		TOTAL ATTACK BONUS		DAMAGE		CRITICAL	
Light Crossbow		+5		1d8		19-20/x2	
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES			
80 ft	4 lbs	P	Medium				

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WEAPON			TOTAL ATTACK BONUS		DAMAGE	CRITICAL
Melee Dagger +1			+6		1d4+1	19-20/x2
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES		
-	1 lbs	P/S	Medium	CM +1		

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WEAPON		TOTAL ATTACK BONUS		DAMAGE		CRITICAL	
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES			

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WEAPON		TOTAL ATTACK BONUS		DAMAGE		CRITICAL	
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES			

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WEAPON		TOTAL ATTACK BONUS		DAMAGE		CRITICAL	
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES			

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POINT TRACKER	DAMAGE REDUCTION
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WOUNDS	DEFLECT BONUS	DODGE BONUS	SIZE MODIFIER	MISC.	ARMOR CHECK PENALTY	SPEED
	+0	+0	+0	+0	+10	+0

CLASS SKILL	SKILL NAME	KEY ABILITY	SKILL MODIFIER	=	ABILITY MODIFIER	+	RANKS	+	MISC. BONUS
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Acrobatics	Dex* ¹	+5	=	4	+	1	+	0
☒ Appraise	Int ¹	+2	=	2	+	0	+	0
Bluff	Cha ¹	+0	=	0	+	0	+	0
Climb	Str* ¹	+0	=	0	+	0	+	0
☒ Craft (alchemy)	Int ¹	+9	=	2	+	2	+	5
☒ Craft (armor)	Int ¹	+2	=	2	+	0	+	0
☒ Craft (bows)	Int ¹	+2	=	2	+	0	+	0
☒ Craft (trapmaking)	Int ¹	+2	=	2	+	0	+	0
☒ Craft (weapons)	Int ¹	+2	=	2	+	0	+	0
Diplomacy	Cha ¹	+0	=	0	+	0	+	0
☒ Disable Device	Dex*	+9	=	4	+	2	+	3
Disguise	Cha ¹	+2	=	0	+	0	+	2
Escape Artist	Dex* ¹	+4	=	4	+	0	+	0
☒ Heal	Wis ¹	+0	=	0	+	0	+	0
Intimidate	Cha ¹	+0	=	0	+	0	+	0
☒ Knowledge (nature)	Int	+6	=	2	+	1	+	3
☒ Perception	Wis ¹	+5	=	0	+	2	+	3
Perform (act)	Cha ¹	+0	=	0	+	0	+	0
Ride	Dex* ¹	+4	=	4	+	0	+	0
Sense Motive	Wis ¹	+2	=	0	+	0	+	2
☒ Stealth	Dex* ¹	+10	=	4	+	2	+	4
☒ Survival	Wis ¹	+0	=	0	+	0	+	0
Swim	Str* ¹	+0	=	0	+	0	+	0
☒ Use Magic Device	Cha	+5	=	0	+	2	+	3

Skills marked with ¹ can be used normally even if the character has zero (0) skill ranks.

Skills marked with ☒ are class skills.

* ARMOR CHECK PENALTY applies. ** Twice ARMOR CHECK PENALTY applies.

GEAR

ARMOR/PROTECTIVE ITEM		TYPE		ARMOR BONUS		MAX DEX BONUS	
Mithral Chain Shirt		Light		+4		+6	
ACP	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES			
+0	10%	30 ft	12.5 lbs				

SHIELD/PROTECTIVE ITEM	SHIELD BONUS	MAX DEX	WEIGHT	CHECK PENALTY	SPELL FAILURE
SPECIAL PROPERTIES					

OTHER POSSESSIONS

ITEM	Wgt.	ITEM	Wgt.
Alchemy Crafting Kit (MW)	14		
Backpack			
Bedroll			
Belt Pouch			
Flint & Steel			
Ink			
Inkpen			
Waterskin			
Mess Kit			
Trail Rations (6 days)			
		Magic Items Equipped by Slot	
		Belt/Waist Slot	
			0 lbs
		Body Slot	
			0 lbs
		Chest/Torso Slot	
			0 lbs
		Eyes/Face Slot	
			0 lbs
		Feet Slot	
			0 lbs
		Hand Slot	
			0 lbs
		Head Slot	
			0 lbs
		Headband Slot	
			0 lbs
		Neck Slot	
			0 lbs
		Ring Slot (RH)	
			0 lbs
		Ring Slot (LH)	
			0 lbs
		Shoulder Slot	
			0 lbs
		Wrist/Arm Slot	
			0 lbs
Armor/Shield/Weapons lbs	12.5	Total Weight Carried lbs	26.90

SPECIAL ABILITIES

-- TIEFLING RACIAL TRAITS --

- Dex: +2, Wis: -2, Cha: +2
- TYPE: Outsider (Native)
- SIZE: Medium
- DARKVISION 60 FT: Tieflings can see in the dark up to 60 ft.
- TIEFLING RESISTANCES: Resistance to cold 5, electricity 5, and fire 5.
- FIENDISH HERITAGE: Your fiendish bloodline proves particularly strong, being tied to a specific race of fiends. You've chosen Beastbrood tiefling heritage modifiers.
- TIEFLING CLAWS: Some Tieflings take on the more bestial aspects of their fiendish ancestors. These Tieflings exhibit dangerous claws. The Tiefling has two claws, [Claws, Small], that each deal 1d4 points of damage. These attacks are primary natural attacks.
- PREHENSILE TAIL: Tieflings have long, flexible tails that can be used to carry items. While they cannot wield weapons with their tails, they can use them to retrieve small, stowed objects carried on their persons as a swift action.
- BEASTBROOD: Deft and charming, these bestial tieflings inherit much of the subtlety and guile of their proud rakshasa progenitors. A tiefling can use detect thoughts once per day (caster level equal to class levels). Tieflings have a +2 racial bonus on Disguise and Sense Motive checks.
- Automatic Languages: Common, Abyssal or Infernal
- Bonus Languages: Abyssal, Draconic, Dwarven, Elven, Gnome, Goblin, Halfling, Infernal, Orc

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-- ARCHETYPES --
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- You have selected the following Archetypes:
 - Vivisectionist, and Beastmorph (Alchemist)

-- CLASS ABILITIES --

- **FAVORED CLASS (Alchemist)** : You've gain the following bonuses: +2 Hit Point.
- **ALCHEMIST WEAPONS AND ARMOR**: Alchemists are proficient with all simple weapons and bombs. They are also proficient with light armor, but not with shields. (PFAPG 26).
- **ALCHEMY**: An alchemist can create three special types of magical items—extracts, bombs, and mutagens. When using Craft (alchemy) to create an alchemical item, gain a +2 competence bonus on the Craft (alchemy) check. In addition, an alchemist can use Craft (alchemy) to identify potions as if using detect magic. He must hold the potion for 1 round to make such a check. (PFAPG 26).
- **EXTRACTS**: An Alchemist prepares his spells by mixing ingredients into a number of extracts, and then “casts” his spells by drinking the extract. Extract DC 10 + extract level +2. (PFAPG 26).
- **BREW POTION**: Alchemists receive Brew Potion as a bonus feat. (PFAPG 26).
- **DISCOVERY**: An alchemist makes an incredible alchemical discovery. (DC 13). Discoveries marked with an asterisk (*) do not stack. Only one such discovery can be applied to an individual bomb. You have chosen the following:
 - **Chameleon (Su)**: An alchemist with this discovery can shift the colors of his skin and equipment to blend in with the surrounding terrain. He gains a +4 enhancement bonus on Stealth checks. (PFARG 191). (PFAPG26).
- **MUTAGEN**: An alchemist discovers how to create a mutagen that he can imbibe in order to heighten his physical prowess at the cost of his personality. It takes 1 hour to brew a dose of mutagen. It's a standard action to drink a mutagen, granting him a +2 natural armor bonus and a +4 to one physical score and –2 penalty to one of his mental ability scores. Effects lasts for 20 minutes. (PFAPG 26).
- **POISON RESISTANCE**: A alchemist gains a +2 bonus on all saving throws against poison. (PFAPG 31).
- **POISON USE**: You are trained in the use of poison and cannot accidentally poison yourself when applying poison. (PFAPG 31).
- **SNEAK ATTACK**: Deal +1d6 sneak attack damage in addition to weapon damage any time the enemy is denied a dexterity bonus to AC or is flanked by you. Ranged attacks must be within 30 ft to do sneak attack damage. (PFCR 68).
- **THROW ANYTHING**: Gains the Throw Anything feat. Adds his Intelligence modifier to damage done with Throw Splash Weapon. This bonus damage is already included in the bomb class feature. (PFAPG 26).
- **TORTURER'S EYE**: A vivisectionist adds deathwatch to his formula book as a 1st-level extract. (PFUM 20).
- **BLEEDING ATTACK**: A vivisectionist may select the Bleeding Attack rogue talent in place of a discovery. (PFUM 20).

-- COMBAT FEATS --

- **ARMOR PROFICIENCY (LIGHT):** When you wear a type of armor in which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble checks. (PFCR 118)
- **THROW ANYTHING:** You do not suffer any penalties for using an improvised ranged weapon. You receive a +1 circumstance bonus on attack rolls made with thrown splash weapons. (PFCR 135)
- **WEAPON FINESSE:** With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls. (PFCR 136)

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-- ITEM CREATION FEATS --
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- BREW POTION: Brew a potion as per the rules in PFCR 551. (PFCR 119)

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-- TRAITS --
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- **HIGHLANDER (Regional):** You were born and raised in rugged badlands or hills, and you've become something of an expert at evading the predators, monsters, and worse that haunt the highlands. You gain a +1 trait bonus on Stealth checks, and Stealth is always a class skill for you. This trait bonus increases to +2 in hilly or rocky areas. (PFAPG 332)
- **INTO ENEMY TERRITORY (Campaign: Second Darkness):** Your friend's always had better luck interacting with the cityfolk, so you've decided to accompany your friend to this gambling tournament and plan on letting him find a safe place for you to stay while you're in town. Your long life of self-sustenance has toughened you and made you more resistant to hardship. You gain a +1 trait bonus on Will saving throws. (PFAP: SD Companion 15)

-- WEAPONS --

- **LIGHT CROSSBOW:** You draw a light crossbow back by pulling a lever. Loading a light crossbow is a move action that provokes attacks of opportunity. You can shoot, but not load, a light crossbow with one hand at a –2 penalty on attack rolls. You can shoot a light crossbow with each hand, but you take a penalty on attack rolls as if attacking with two light weapons. This penalty is cumulative with the penalty for one-handed firing. [Weapon 2 (PFCR)]