

Terius

Terius grew up among the Dark Folk community in Deepmarket (under Goku). As a Caligni, he was in a sort of limbo among his people. Not part of the underclass that the Dark Creepers inhabit, but neither part of the ruling class of the Dark Stalkers. He found himself mostly rejected by his people. However Dark Folk, whatever their stripe are not overly loved outside the people either. Thus he did what he could to fit in, becoming a warrior. Usually his people are more focused on the stealthy pursuits as assassins and thieves, but Terius decided to stand out and focus purely on combat. He excelled in this in fact, being of significant worth to his clan when violence became necessary.

However this did not really increase his social standing. Valued, but secretly despised for being different both in aptitude and race, he never much fit in. On one solo patrol into deep caverns to scout out a route for an assault on a rival clan, he stumbled on a cache of ancient history tomes which documented how his people came to be. He learned of ancient Azlanti roots which by his reckoning seemed closer to his Caligni strain than the ruling Dark Stalkers who ruled his people.

With this fresh learning he went back to his people and began to push for a greater share of power for himself. He even managed to convince a few of the creepers to see things his way. Dark Folk are generally a fairly chaotic lot, but the Dark Stalkers still do not permit challenges to their authority, and the rules of his clan put aside their normal squabbles and came down hard on Terius and his rebels. The creeper followers were all put to the knife, while Terius was sold into slavery as an example.

Terius has not taken well to slavery, doing the minimum required to escape the lash, and all the time plotting escape and revenge on the Dark Stalkers who subjected him to this fate.

Caligni fighter 6

N Medium humanoid (dark folk)

Init +4; **Senses** darkvision 120 ft.; Perception +10

Defense

AC 25, touch 15, flat-footed 20 (+8 armor, +4 Dex, +1 dodge, +2 shield)

hp 52 (6d10+12)

Fort +8, **Ref** +7, **Will** +3 (+2 vs. fear)

Weaknesses light sensitivity

Offense

Speed 30 ft. (20 ft. in armor)

Melee adamantine starknife +12/+7 (1d4+6/x3)

Special Attacks weapon training (thrown +1)

Statistics

Str 16, **Dex** 19, **Con** 14, **Int** 14, **Wis** 10, **Cha** 10

Base Atk +6; **CMB** +9; **CMD** 24

Feats Combat Stamina, Dodge, Point-Blank Shot, Precise Shot, Quick Draw, Ricochet Toss, Startoss Style, Weapon Focus (starknife), Weapon Specialization (starknife)

Traits historian of the rebellion, seeker

Skills Acrobatics +0 (-4 to jump), Climb +6, Handle Animal +5, Intimidate +8, Knowledge (dungeoneering) +7, Knowledge (engineering) +8, Knowledge (history) +5, Perception +10, Profession (trapper) +7, Stealth +12, Survival +11, Swim +3

Languages Dark Folk, Dwarven, Elven, Undercommon

SQ armor training 1, dodge, point-blank shot, precise shot, weapon focus, weapon specialization

Combat Gear *potion of cure light wounds* (3), acid (4), oil (4); **Other Gear** +1 *tatami-do armor*^{UC}, +1 *buckler*, adamantine starknife, *cloak of resistance* +1, *handy haversack*, climber's kit, grappling hook, hammer, piton (8), silk rope (100 ft.), 314 gp

Special Abilities

Armor Training 1 (Ex) Worn armor -1 check penalty, +1 max DEX.

Darkvision (120 feet) You can see in the dark (black and white only).

Dodge [Combat Trick] Up to double Dex bonus in stamina points, increase dodge bonus from Dodge by stamina spent.

Light Sensitivity (Ex) Dazzled as long as remain in bright light.

Point-Blank Shot +1 to attack and damage rolls with ranged weapons at up to 30 feet.

Point-Blank Shot [Combat Trick] Up to 6 stamina points to increase Point-Blank range by 5 ft per stamina spent.

Precise Shot You don't get -4 to hit when shooting or throwing into melee.

Precise Shot [Combat Trick] 2 stamina points to assist an ally engaged with an enemy (+2 atk, +2 AC).

Quick Draw Draw weapon as a free action (or move if hidden weapon). Throw at full rate of attacks.

Ricochet Toss Throwing weapon returns immediately after attack is resolved.

Startoss Style +2 (Any Thrown Weapon, Starknife) Gain bonus dmg to thrown weapons.

Weapon Focus [Combat Trick] 2 stamina points to gain Weapon Focus bonus on another weapon for 1 rd.

Weapon Specialization [Combat Trick] 2 stamina points to apply Weapon Specialization to another weapon.

Weapon Training (Thrown) +1 (Ex) +1 Attack, Damage, CMB, CMD with Thrown weapons

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