



Locke is of average height with a wiry build. He has light brown hair and wears a bandanna that is rolled into a headband. He wields a shortsword and a dagger in combat.

Locke is driven to protect women he meets. His want to protect women is due to unresolved guilt over a past incident which he struggles with and made him join the Returners. Although he blames himself, he is angry at the Empire for their involvement.

Despite his tragic past, Locke is often less than serious. He jokes around with and about the other party members. He is proud of his skills and insists being called a "treasure hunter" or "adventurer" rather than a thief. Locke is kindhearted and tries to prevent others from experiencing the sorrow he has.

**Locke Cole**

**CR 1**

**XP 400**

Male Hume Thief 1

CG Medium Humanoid  
**Init** +8; **Senses** Perception +4

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### Defense

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**AC** 17, touch 14, flat-footed 13 (+3 armor, +4 Dex)  
**HP** 10 (1d8+2)  
**Fort** +2, **Reflex** +6, **Will** +0

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### Offense

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**Speed** 30 ft.  
**Melee** Shortsword +2 (1d6/19-20 x2), Dagger +2 (1d4/19-20 x2) or Shortsword +4 (1d6/19-20 x2)  
**Ranged** Dagger +4 (1d4/19-20 x2)  
**Special Attacks** [Sneak Attack](#) (+1d6)  
**Special Abilities** [Mark](#)  
**Limit Breaks** [Perfect Dodge](#), [Vanish](#)

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### Tactics

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**Before Combat** Although he jokes around a lot and is often less than serious, Locke still understands the value of hiding to get the drop on his foes.

**During Combat** Locke makes Sneak Attacks on his foes to maximize the damage of his shortsword and daggers.

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### Statistics

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**Str** 10, **Dex** 18, **Con** 14, **Int** 12, **Wis** 11, **Cha** 15  
**Base Atk** +0; **CMB** +0; **CMD** 14  
**Feats** Improved Initiative, Two-Weapon Fighting  
**Skills** Acrobatics +8, Appraise +5, Bluff +6, Disable Device +8, Escape Artist +8, Knowledge (Dungeoneering) +5, Knowledge (Local) +5, Perception +4, Sleight of Hand +8, Stealth +8  
**Languages** Common and 1 more  
**SQ** [Trapfinding](#), [Finesse Training](#)  
**Combat Gear** Shortsword, Dagger x5, Hide Shirt, Squid Ink (Will DC 11), Healing Spring; **Other Gear** Bedroll, Backpack, 1-Pint Flask, Trail Rations x3.

\*Locke puts all of his favored class bonus into bonus skill ranks.

\*\* If playing in a campaign that allows traits, Locke gains the “Reactionary” and “Trustworthy” traits.

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### Locke Cole

**CR 5**

### XP 1,600

Male Hume Thief 5  
CG Medium Humanoid  
**Init** +9; **Senses** Perception +8

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### Defense

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**AC** 19, touch 15, flat-footed 14 (+4 armor, +5 Dex)  
**HP** 35 (5d8+10)

**Fort +3, Reflex +9, Will +1**

**Defensive Abilities** [Danger Sense](#)

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### Offense

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**Speed** 30 ft.

**Melee** +1 Shortsword +7 (1d6+6/19-20 x2), Dagger +6 (1d4/19-20 x2) or Shortsword +9 (1d6+6/19-20 x2)

**Ranged** Dagger +8 (1d4/19-20 x2)

**Special Attacks** [Sneak Attack](#) (+3d6), [Debilitating Injury](#)

**Special Abilities** [Mark](#), [Measure the Mark](#)

**Limit Breaks** [Perfect Dodge](#), [Vanish](#)

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### Tactics

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**During Combat** Locke makes Sneak Attacks on his foes to maximize the damage of his shortsword and daggers.

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### Statistics

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**Str** 10, **Dex** 20, **Con** 14, **Int** 13, **Wis** 11, **Cha** 15

**Base Atk** +3; **CMB** +3; **CMD** 18

**Feats** Combat Expertise, Improved Initiative, Two Weapon Feint, Two-Weapon Fighting

**Skills** Acrobatics +12, Appraise +9, Bluff +10, Disable Device +12, Escape Artist +12, Knowledge (Dungeoneering) +9, Knowledge (Local) +9, Perception +8, Sleight of Hand +14, Stealth +12

**Languages** Common and 1 more

**SQ** [Trapfinding](#), [Finesse Training](#) (Sword), [Evasion](#), [Thief Talent](#) (Befuddling Strike, Certainty [Disable Device]), [Uncanny Dodge](#), [Improved Theft](#) (+2), [Thief's Edge](#) (Disable Device)

**Combat Gear** +1 Shortsword, Dagger x5, +1 Studded Leather, Belt of Incredible Dexterity +2, Prism Powder, Hi-Potion, Cure Potion x2; **Other Gear** Bedroll, Backpack, 1-Pint Flask, Trail Rations x3, 100 gil.

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**Locke Cole**

**CR 10**

**XP** 9,600

Male Hume Thief 10

CG Medium Humanoid

**Init** +10; **Senses** Perception +14

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### Defense

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**AC** 23, touch 17, flat-footed 18 (+6 armor, +5 Dex, +2 deflect)

**HP** 80 (10d8+30)

**Fort** +6, **Reflex** +13, **Will** +4

**Defensive Abilities** [Danger Sense](#) (+3), [Distraction](#)

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### Offense

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**Speed** 30 ft.

**Melee** +3 Shortsword +14/+9 (1d6+9/19-20 x2), +1 Returning Dagger +12/+7 (1d4+1/19-20 x2) or +3 Shortsword +16 (1d6+9/19-20 x2)

**Ranged** +1 Returning Dagger +14 (1d4+2/19-20 x2)

**Special Attacks** [Sneak Attack](#) (+5d6), [Debilitating Injury](#), [Mug](#)

**Special Abilities** [Mark](#), [Measure the Mark](#)

**Limit Breaks** [Perfect Dodge](#), [Vanish](#)

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## Tactics

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**Before Combat** Although he jokes around a lot and is often less than serious, Locke still understands the value of hiding to get the drop on his foes.

**During Combat** Locke makes Sneak Attacks on his foes to maximize the damage of his shortsword and daggers.

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## Statistics

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**Str** 12, **Dex** 22, **Con** 16, **Int** 13, **Wis** 12, **Cha** 15

**Base Atk** +7/+2; **CMB** +7; **CMD** 26

**Feats** Combat Expertise, Improved Initiative, Improved Two Weapon Feint, Improved Two Weapon Fighting, Two Weapon Feint, Two-Weapon Fighting

**Skills** Acrobatics +18, Appraise +14, Bluff +15, Disable Device +18, Escape Artist +18, Knowledge (Dungeoneering) +14, Knowledge (Local) +14, Perception +15, Sleight of Hand +22, Stealth +18

**Languages** Common and 1 more

**SQ** [Trapfinding](#), [Finesse Training](#) (Sword), [Evasion](#), [Thief Talent](#) (Befuddling Strike, Certainty [Disable Device], Honeyed Words [3/day], Lethal Acrobatics), [Uncanny Dodge](#), [Improved Theft](#) (+4), [Thief's Edge](#) (Disable Device, Perception), [Skilled Liar](#), [Improved Uncanny Dodge](#), [Advanced Thief Talent](#) (Improved Evasion)

**Combat Gear** +3 Shortsword, +1 Returning Dagger, Dagger x5, +3 Studded Leather, Belt of Physical Perfection +2, Ring of Protection +2, Prism Powder x2, X-Potion, Hi-Potion x2; **Other Gear** Bedroll, Backpack, 1-Pint Flask, Trail Rations x3.

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## Locke Cole

**CR 15**

**XP 9,600**

Male Hume Thief 15

CG Medium Humanoid

**Init** +12; **Senses** Perception +23

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## Defense

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**AC** 28, touch 19, flat-footed 21 (+9 armor, +6 Dex, +2 deflect, +1 dodge)

**HP** 120 (15d8+45)

**Fort** +8, **Reflex** +17, **Will** +9

**Defensive Abilities** [Danger Sense](#) (+5), [Distraction](#)

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## Offense

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**Speed** 30 ft.

**Melee** +5 Shortsword +22/+17/+12 (1d6+14/19-20 x2), +3 Returning Dagger +20/+15 (1d4+12/19-20 x2) or +5

Shortsword +24 (1d6+14/19-20 x2)

**Ranged** +3 Returning Dagger +22 (1d4+12/19-20 x2)

**Special Attacks** [Sneak Attack](#) (+8d6), [Debilitating Injury](#), [Mug](#)

**Special Abilities** [Mark](#), [Measure the Mark](#)

**Limit Breaks** [Perfect Dodge](#), [Vanish](#)

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## Tactics

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**Before Combat** Although he jokes around a lot and is often less than serious, Locke still understands the value of hiding to get the drop on his foes.

**During Combat** Locke makes Sneak Attacks on his foes to maximize the damage of his shortsword and daggers.

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## Statistics

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**Str** 10, **Dex** 26, **Con** 16, **Int** 13, **Wis** 18, **Cha** 16

**Base Atk** +11/+6/+1; **CMB** +11; **CMD** 29

**Feats** Combat Expertise, Dodge, Improved Initiative, Improved Two Weapon Feint, Improved Two Weapon Fighting, Martial Focus (Light Blades), Two Weapon Feint, Two-Weapon Fighting, Wind Stance

**Skills** Acrobatics +23, Appraise +19, Bluff +21, Disable Device +23, Escape Artist +23, Knowledge (Dungeoneering) +19, Knowledge (Local) +19, Perception +23, Sleight of Hand +29, Stealth +23

**Languages** Common and 1 more

**SQ** [Trapfinding](#), [Finesse Training](#) (Shortsword, Dagger), [Evasion](#), [Thief Talent](#) (Befuddling Strike, Certainty [Disable Device], Honeyed Words [3/day], Lethal Acrobatics), [Uncanny Dodge](#), [Improved Theft](#) (+6), [Thief's Edge](#) (Disable Device, Perception, Bluff), [Skilled Liar](#), [Improved Uncanny Dodge](#), [Advanced Thief Talent](#) (Improved Evasion, Unwitting Ally, Defensive Roll), [Ambush](#), [Skirmisher](#), [Theft Mastery](#)

**Combat Gear** +5 Shortsword, +3 Returning Dagger, Dagger x5, +5 Mithril Chain Shirt, Quick Bracer, Tough Ring, Ring of Protection +2, Prism Powder x2, X-Potion x3, Hi-Potion; **Other Gear** Bedroll, Backpack, 1-Pint Flask, Trail Rations x3.