

## Roshgog

Male mystic half-orc sorcerer 15 (crossblooded)

CN Medium humanoid (human, orc)

**Init** +8; **Senses** darkvision 90 ft., light sensitivity; Perception +0

**Languages** Common, Giant, Ignan, Orc

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### DEFENSE

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**AC** 37, touch 23, flat-footed 35 (+8 armor, +5 deflection, +4 Dex, +1 insight, +9 natural)

**hp** 159 (15 HD)

**Fort** +17, **Ref** +15, **Will** +13

**Defensive Abilities** dragon resistances; **Resist** fire 10

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### OFFENSE

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**Speed** 40 ft. (8 squares)

**Melee** bite +14 (1d4+7) and  
2 claws +14 (1d6+7 plus 1d6 fire)

**Ranged** by weapon +12

**Special Attacks** claws (2, 1d6, treated as magic weapons, 11 rounds/day)

**Sorcerer Spells Known** (CL 15<sup>th</sup>; Concentration +23)

7<sup>th</sup> (5/day) – *form of the dragon II*<sup>B</sup>, *summon monster VII*

6<sup>th</sup> (7/day) – *chains of fire*<sup>ARG</sup>, *sirocco*<sup>APG</sup>, *transformation*<sup>B</sup>

5<sup>th</sup> (7/day) – *cloudkill*<sup>B</sup>, *fire snake*<sup>APG</sup>, *telekinesis*, *teleport*

4<sup>th</sup> (8/day) – *fear*<sup>B</sup>, *fire shield*, *scorching ash form*<sup>ARG</sup>, *wall of fire*

3<sup>rd</sup> (8/day) – *ash storm*<sup>UM</sup>, *fireball*, *fly*<sup>B</sup>, *heroism*

2<sup>nd</sup> (8/day) – *boiling blood*<sup>UM</sup>, *burning gaze*<sup>APG</sup>, *fire breath*<sup>APG</sup>, *resist energy*<sup>B</sup>, *see invisibility*

1<sup>st</sup> (8/day) – *burning hands*<sup>B</sup>, *charm person*, *magic missile*, *shield*<sup>B</sup>, *silent image*, *touch of combustion*<sup>ARG</sup>

0 (at will) – *arcane mark*, *detect magic*, *detect poison*, *light*, *mage hand*, *prestidigitation*, *read magic*, *spark*<sup>APG</sup>

**Bloodline** draconic (brass dragon), orc

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### STATISTICS

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**Abilities** Str 24 (+7), Dex 19 (+4), Con 22 (+6), Int 10 (+0), Wis 10 (+0), Cha 26 (+8)

**Base Atk** +7; **CMB** +14; **CMD** 34

**Feats** Craft Wondrous Item, Dazing Spell, Elemental Focus (fire), Endurance<sup>B</sup>, Eschew Materials<sup>B</sup>, Improved Initiative<sup>B</sup>, Intensified Spell, Maximize Spell, Quicken Spell<sup>B</sup>, Razortusk, Spell Perfection (*fire snake*), Spontaneous Metafocus (*fire snake*)

**Skills** Acrobatics +9 (+13 when jumping), Fly +12, Spellcraft +18, Use Magic Device +21

**SQ** bloodline arcana (damage spells deal +1 damage per die, fire spells deal +2 per die instead; darkvision, light sensitivity), orc blood, power of giants, sacred tattoo, shaman's apprentice, weapon familiarity

**Combat Gear** *divine spell scrolls* (heal 3), *wand of cure light wounds* (50 charges); **Other Gear** *amulet of natural armor* +5, *belt of physical perfection* +6, *boots of striding and springing*, *bracers of armor* +8, *cloak of resistance* +5, *dusty rose prism ioun stone*, *goblin fire drum* (standard), *headband of alluring charisma* +6, *page of spell knowledge* (shield), *ring of protection* +5, *robe of arcane heritage*, *shirt of immolation*, tender (1,050gp)

**Encumbrance** light 233 lb., medium 466 lb., heavy 700 lb.; **Weight Carried** 8 lb. 1 oz. (excluding tender)



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## SPECIAL ABILITIES

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**Claws (Ex/Su)** You can grow claws as a free action. These claws are treated as natural weapons, allowing you to make two claw attacks as a full attack action using your full base attack bonus. Each of these attacks deals 1d6 points of damage plus your Strength modifier plus 1d6 fire damage (the fire damage is considered a supernatural ability). These claws are considered magic weapons for the purpose of overcoming DR. You can use your claws for a number of rounds per day equal to 3 + your Charisma modifier.

**Power of Giants (Sp)** You may grow to Large size as a standard action. At this size you gain a +6 size bonus to Strength, a –2 penalty to Dexterity, a +4 size bonus to Constitution, and a +4 natural armor bonus. You may return to your normal size as a standard action. You may remain in this size for up to 1 minute per character level per day; this duration does not need to be consecutive, but it must be used in 1 minute increments.

**Sacred Tattoo** You gain a +1 luck bonus to all saves (included above).

**Shaman's Apprentice** Due to your stalwart ability to survive the years of harsh treatment that an apprenticeship to an orc shaman entails, you gain Endurance as a bonus feat.

**Strength of the Beast (Ex)** You gain a +4 inherent bonus to your Strength (included above).

**Weapon Familiarity** You are always proficient with greataxes and falchions, and treat any weapon with the word “orc” in its name as a martial weapon.