

## Jorkane al-Lowell Hedessa Bekhzadi Hanpa

*“I am Jorkane the Sun Seeker, son of Lowell, descendant of Hedessa, partner to the Bekhzadi merchant house, and proud citizen of the humble town of Hanpa.”*

Jorkane al-Lowell is a powerful Qadiran merchant who leveraged his status as a descendant of Hedessa to curry favor with members of the powerful Bekhzadi merchant house, which would later allow him to rise to partner and trade prince within that organization through his own merits. He is also a powerful solar sorcerer widely feared for his fiery sun powers as well as a proven sage and faculty member at the Imperial School of Business in Katheer. Though he chiefly follows Abadar and holds no official religious titles, Jorkane is so well-respected within the Sarenite faith for his sun powers and for previous services rendered, that a high priest and regional leader once gifted him with a sun crystal, a magically hardened, glowing crystal orb that is anathema to creatures of death and shadow.

Though Jorkane possesses a keen intellect and a talent for social manipulation—and has acquired much academic, mercantile, and social success with those skills as a result—he nevertheless remains rather naïve and gullible next to his compatriots in business. These faults have prevented him from further rising within the hierarchy of Qadiran society for several decades. Just as Jorkane has learned to use his heritage and his many talented skills to his advantage, so too have his business partners long ago learned to take advantage of Jorkane’s all-too-trusting nature.

Ever full of ambition and growing increasingly distraught at his recent setbacks, Jorkane has decided to strike out into the wider world to broaden his horizons. He now travels from one exotic land to the next, seeking out adventures and grand experiences in the hopes of one day finding “The Brightness”—an abstract form of elven enlightenment. He believes that once he has found and experienced this enlightenment experience, he will then be able to return to Qadira with the tools necessary to obtain even greater wealth and power.

Once Jorkane obtains his goals, he intends to utilize his newfound wealth and power to raise his hometown of Hanpa into a great city rivaling that of any metropolis in the East. Short on funds after his recent business betrayals, Jorkane opted to take out a 50,000gp interest-free loan from the Bekhzadi merchant house to fund his expedition of self-discovery prior to fleeing Qadira—a ticking clock that constantly looms over him like an ever-present shadow. Should he not return the money within one year, his failures will be absolute and everlasting, the shame and disgrace such that he will never again be able to return to his homeland.



# Jorkane al-Lowell Hedessa Bekhzadi Hanpa

Male elf sorcerer 9

NG Medium humanoid (elf)

**Init** +4; **Senses** darkvision 60 ft., low-light vision; Perception +14

**Languages** Celestial, Common (Taldane), Draconic, Elven, Gnome, Ignan, Kelish, Osiriani, Sylvan, Tien, Vudrani; retrained for 5 bonus languages

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## DEFENSE

**AC** 19, touch 14, flat-footed 15 (+5 armor, +4 Dex); *mage armor*

**hp** 69 (9 HD)

**Fort** +9, **Ref** +11, **Will** +9; +5 vs. mind-affecting effects

**Defensive Abilities** sunsight; **Immune** light-based blindness and dazzle effects; **Resist** fire 20; **SR** 18

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## OFFENSE

**Speed** 30 ft. (6 squares)

**Melee** sun crystal cane +3 (1d8–2)

**Ranged** touch spell +8 touch (by spell)

**Spell-like Abilities** (CL 10<sup>th</sup>; Concentration +18)

At-will – *light*<sup>†</sup>

**Sorcerer Spells Known** (CL 9<sup>th</sup>, CL 10<sup>th</sup> with *fireball* or light spells, CL 11<sup>th</sup> to overcome SR, or CL 12<sup>th</sup> to overcome SR with *fireball* or light spells; Concentration +17)

4<sup>th</sup> (5/day) – *greater flaming sphere*<sup>ACG †</sup>, *shield of the dawnflower*<sup>ISG B ††</sup>, *wandering star motes*<sup>APG †</sup>

3<sup>rd</sup> (7/day) – *daylight*<sup>B †</sup>, *fireball*<sup>†</sup>, *fly*, *heatstroke*<sup>SLC †</sup>

2<sup>nd</sup> (7/day) – *burst of radiance*<sup>CoP †</sup>, *continual flame*<sup>M †</sup>, *fury of the sun*<sup>ARG B †</sup>, *mirage* (as mirror image), *scorching ray*<sup>†</sup>, *see invisibility*<sup>B</sup>

1<sup>st</sup> (8/day) – *burning hands*<sup>†</sup>, *mage armor*, *magic missile*<sup>B</sup>, *mount*<sup>B</sup>, *searing light*<sup>B †</sup>, *shield*, *snapdragon fireworks*<sup>UM ††</sup>

0 (at will) – *dancing lights*<sup>†</sup>, *detect magic*, *disrupt undead*, *flare*, *prestidigitation*, *scrivener's chant*<sup>SoS</sup>, *spark*<sup>APG</sup>, *touch of fatigue*

**Bloodline** Solar; **Key** <sup>†</sup> fire spell, <sup>‡</sup> light spell

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## STATISTICS

**Abilities** Str 7 (–2), Dex 18 (+4), Con 14 (+2), Int 18 (+4), Wis 8 (–1), Cha 20 (+8)

**Base Atk** +4; **CMB** +2; **CMD** 16

**Feats** Alertness<sup>B</sup>, Cunning, Dazing Spell, Eschew Materials<sup>B</sup>, Solar Spell, Steadfast Personality, Toughness

**Skills** Appraise +20 (+22 in Katheer), Bluff +22 (+24 in Katheer), Diplomacy +22 (+24 in Katheer, +29 vs. members of the Imperial School of Business, +31 with both), Intimidate +20, Knowledge (arcana) +12, Knowledge (local) +11, Knowledge (nature) +8, Knowledge (nobility) +7, Perception +14, Sense Motive +7 (+9 in Katheer), Spellcraft +17, Use Magic Device +19

**SQ** Bekhzadi partner, bloodline arcana (fire spells deal +1 damage per die), cleansing flame 1d8+9 (2/day), darkvision, fey thoughts, full professor, library access, lightbringer, merchant academy member (fame 50, prestige 28), professor's assistant, senior student, traits (gifted adept, seeker of brightness)

**Combat Gear** *wand of cure light wounds* (32 charges); **Other Gear** *belt of physical might* +2 (dexterity, constitution), *circlet of persuasion*, *headband of alluring charisma* +2, *pages of spell knowledge* (*magic missile*, *mount*, *see invisibility*), *pathfinder pouch*, *ring of sustenance*, *ring of the sophisticate*, *robe of the archmagi*, *sleeves of many garments*, sun crystal cane (magically hardened crystal sphere with heightened solar *continual flame* [4<sup>th</sup>] effect, set atop a platinum-shod cane, functions as a masterwork heavy mace), tender (7gp, 6sp)

**Encumbrance** light 23 lb., medium 46 lb., heavy 70 lb.; **Weight Carried** 13 lb. 1 oz. (excluding tender)



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## SPECIAL ABILITIES

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**Bekhzadi Partner** You have obtained partner status with a powerful merchant house of Qadira. As such, you draw a stipend of 1,000gp per month (funded by the house; so far used to support your extravagant cost of living), can borrow up to 50,000gp per year at no interest (the amount must be paid back within 1 year). Once per month you can receive the services of four house guards (human fighter 3; use the statistics for a traitorous brigand from page 81 of the *Pathfinder RPG NPC Codex*) for 24 hours, the services of a house emissary who can automatically change the attitude of a ruler or other influential NPC from indifferent to friendly or from friendly to helpful, or the services of a house lawyer (who pays bail and advises you if you are arrested or charged with a crime). During your rise to partner, your house gifted you with two custom magic items, a *circlet of persuasion*, and a *ring of the sophisticate*.

**Bloodline Arcana** Whenever you cast a spell with the fire descriptor, if it deals damage, it deals +1 point of damage per die rolled.

**Business Magnate** You gain a +2 bonus on Appraise, Bluff, Diplomacy, and Sense Motive checks—this bonus doubles when you are in Katheer. When you sell magical items or other expensive goods in Katheer, you earn a bonus from the sale: a percentage equal to your Charisma bonus.

**Cleansing Flame (Su)** Twice per day, you can use fire to restore the health of yourself or your allies. As a standard action, you can wreath your hand in a halo of flame and touch yourself or another creature. The touch heals 2d8 + your character level points of damage. You can also remove one of the following conditions affecting the target: 1d6 points of ability damage, blinded, confused, dazzled, deafened, diseased, exhausted, fatigued, nauseated, poisoned, or sickened.

**Fey Thoughts** Diplomacy and Knowledge (nature) are always class skills for you.

**Friend of Fire (Su)** You gain fire resistance 20. Additionally, when in contact with flame or a burning object (including a *flaming* weapon, lantern, or torch), add 1 per die to any healing effect of which you are the target.

**Full Professor** You no longer need to pay tuition to the Imperial School of Business. Every time you would normally pay tuition, you instead earn that amount of gold as your salary.

**Gifted Adept** Whenever you cast *fireball*, its effects manifest at +1 caster level.

**Library Access** You have earned the right to research among the academy's special collections and secure libraries. A day of research grants you a +2 circumstance bonus on any one Knowledge skill check (but see Professor's Assistant below).

**Lightbringer** You are immune to light-based blindness and dazzle effects, and are treated as one level higher when determining the effects of any light-based spell or effect you cast (including spell-like and supernatural abilities). Additionally, you may use *light* at will as a spell-like ability.

**Professor's Assistant** You are specialized in Knowledge (arcana) and Spellcraft, and can recruit a student to aid you in research when you use the academy library, which increases the circumstance bonus you gain from library access to +4.

**Seeker of Brightness** You gain a +1 trait bonus on Knowledge (arcana) and Perception checks.

**Senior Student** You were once a senior student of the Imperial School of Business and may purchase potions, scrolls, and wands from Katheer at a 10% discount.

**Shrewd Investor** Your studies have taught you to assess financial risk and calibrate your plans with virtuosic precision. Appraise is a class skill for you, you gain a +2 bonus on Appraise checks, and you can purchase magical items or other expensive goods in Katheer at a 5% discount.

**Sunsight (Su)** You gain low-light vision and cannot be dazzled. If you already have low-light vision, you instead gain a +4 bonus on saving throws against blindness effects.