

Morpheus

Character Name

Sorcerer 6

CLASS

6 (5)

Character Level (CR)

23000 / 35000

EXP/NEXT LEVEL

ABILITY NAME	ABILITY SCORE	EQUIPPED SCORE	ABILITY MODIFIER	ABILITY DAMAGE	PENALTY
STR Strength	15		+2		
DEX Dexterity	14		+2		
CON Constitution	13		+1		
INT Intelligence	15		+2		
WIS Wisdom	15		+2		
CHA Charisma	11		+0		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP
FORTITUDE (constitution)	+7	= +2	+1	+2	+2	+0	
REFLEX (dexterity)	+6	= +2	+2	+2	+0	+0	
WILL (wisdom)	+9	= +5	+2	+2	+0	+0	

MELEE		TOTAL		BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
attack bonus		+5	=	+3	+2	+0	+0	0	
RANGED		+5	=	+3	+2	+0	+0	0	
attack bonus									
CMB		+5	=	+3	+2	+0			
attack bonus									
GRAPPLE		TRIP		DISARM		SUNDER		BULL RUSH	OVERRUN
CMB	+5	+5		+5		+5		+5	+5
CMD	18	18		18		18		18	18

*: weapon is equipped
1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Amulet of Natural Armor +1		+1		+0	0
*Bracers of Armor +2		+2		+0	0

Riley

Player Name

Human / Humanoid

RACE

22

AGE

Male

GENDER

HP hit points	33		WOUNDS/CURRENT HP					SUBDUAL DAMAGE					DAMAGE REDUCTION					SPEED Walk 30 ft.													
AC armor class	16	:	14	:	13	=	10	+	2	+	0	+	2	+	0	+	1	+	1	+	0	+	0	+	0	+	0	+	0		
	TOTAL		FLAT		TOUCH		BASE		ARMOR BONUS		SHIELD BONUS		STAT		SIZE		NATURAL ARMOR		DEFLECTION		DODGE		Morale		Insight		Sacred		Profane		MISC
INITIATIVE modifier	+3	=	+2	+	+1						0		+0		0		0														
	TOTAL		DEX MODIFIER		MISC MODIFIER		MISS CHANCE		Arcane Spell Failure		ARMOR CHECK PENALTY		SPELL RESIST																		

None

Region

Medium / 5 ft. x

5 ft.

SIZE / FACE

Black

EYES

6' 4" / 210 lbs.

HEIGHT / WEIGHT

Black, Bowie

HAIR

Lawful Neutral

Alignment

Normal

VISION

Points

TOTAL SKILLPOINTS: 30		SKILLS		MAX RANKS: 6/6	
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓ Acrobatics	DEX	2	=	2	
✓ Appraise	INT	6	=	2 + 1 + 3	
✓ Bluff	CHA	4	=	0 + 1 + 3	
✓ Climb	STR	2	=	2	
✓ Craft (Untrained)	INT	2	=	2	
✓ Diplomacy	CHA	2	=	0 + 2	
✓ Disable Device	DEX	4	=	2 + 2	
✓ Disguise	CHA	2	=	0 + 2	
✓ Escape Artist	DEX	4	=	2	+ 2
✓ Fly	DEX	10	=	2 + 5 + 3	
✓ Heal	WIS	2	=	2	
✓ Intimidate	CHA	6	=	0 + 3 + 3	
✓ Perception	WIS	4	=	2 + 2	
✓ Perform (Untrained)	CHA	0	=	0	
✓ Profession (Engineer)	WIS	6	=	2 + 1 + 3	
✓ Profession (Fortune-teller)	WIS	6	=	2 + 1 + 3	
✓ Ride	DEX	2	=	2	
✓ Sense Motive	WIS	10	=	2 + 4 + 4	
✓ Spellcraft	INT	6	=	2 + 1 + 3	
✓ Stealth	DEX	4	=	2	+ 2
✓ Survival	WIS	4	=	2 + 2	
✓ Swim	STR	2	=	2	
✓ Use Magic Device	CHA	6	=	0 + 3 + 3	
			=	+	+
			=	+	+
✓: can be used untrained. X: exclusive skills. *: Skill Mastery.					

EQUIPMENT			
ITEM	LOCATION	QTY	WT / COST
Amulet of Natural Armor +1	Equipped	1	0 / 2,000
Mask (AC Bonus (Deflection) (+1))	Equipped	1	0 / 2,000
Deflection bonus to armor class of +1			
Bracers of Armor +2	Equipped	1	1 / 4,000
Gauntlets (AC Bonus (Deflection) (+1))	Equipped	1	0 / 2,000
Deflection bonus to armor class of +1			
Cloak of Resistance +2	Equipped	1	1 / 4,000
Outfit (Monk's)	Equipped	1	2 / 0
TOTAL WEIGHT CARRIED/VALUE	4.02 lbs.	14,000gp	

WEIGHT ALLOWANCE					
Light	66	Medium	133	Heavy	200
Lift over head	200	Lift off ground	400	Push / Drag	1000

MONEY	
Total= 0 gp [Unspent Funds = 750 gp]	

MAGIC

Languages
Celestial, Common, Daemon, Dark Folk, Infernal

Other Caompanions

Traits	
Scholar of the Great Beyond (Knowledge (Planes))	[Paizo Inc. - Advanced Player's Guide, p.329]
Your great interests as a child did not lie with current events or the mundane-- you have always felt out of place, as if you were born in the wrong era. You gain a +1 trait bonus on Knowledge (History) and Knowledge (Planes) checks, and Knowledge (Planes) is always a class skill for you.	
World Traveler (Sense Motive)	[Paizo Inc. - Advanced Player's Guide, p.332]
Your family has taken the love of travel to an extreme, roaming the world extensively. You've seen dozens of cultures and have learned to appreciate the diversity of what the world has to offer. You gain a +1 trait bonus on Sense Motive, and it is always a class skill for you.	

Special Qualities	
Bloodline Arcana	[Paizo Inc. - Advanced Player's Guide, p.137]
Whenever you target a single creature with a spell, you gain an insight bonus equal to half the spell's level (minimum +1) for 1 round to your AC and saving throws against any spell or attack made by that creature.	
Bloodline Powers	[Paizo Inc. - Advanced Player's Guide, p.137]
You reach out into and through the world of dreams to touch the minds and destinies of those around you.	
Bonus Feat	[Paizo Inc. - Core Rulebook, p.27]
Humans select one extra feat at 1st level.	
Bonus Sorcerer Spell (3x)	[Paizo Inc. - Advanced Player's Guide]
Add one spell known from the sorcerer spell list. This spell must be at least one level below the highest spell level the sorcerer can cast.	
Cantrips	[Paizo Inc. - Core Rulebook, p.71]
You learn a number of cantrips, or 0-level spells. These spells are cast like any other spells, but they do not consume any slots and may be used again.	
Combat Precognition (Su)	[Paizo Inc. - Advanced Player's Guide, p.138]
Your insight into the future grants you an advantage in combat. At 3rd level and every 4 levels thereafter, you gain a +1 insight bonus on initiative checks.	
Dreamspun Bloodline	[Paizo Inc. - Advanced Player's Guide, p.137]
Your family is a long line of dreamers, who dream not as ordinary mortals do but rather as those who reach through and touch the supernal realm of dreams and the	

farthest shores of night. Whether it is a gift or curse is not always clear, but your visions of the past and future call you ineluctably to a life of adventure.

Lullaby (Sp)	[Paizo Inc. - Advanced Player's Guide, p.137]
At 1st level, you can use lullaby as a spelllike ability a number of times per day equal to 3 + your Charisma modifier. This effect lasts for 1 minute and does not require concentration. The penalty on saves versus sleep effects increases to -4.	
Skilled	[Paizo Inc. - Core Rulebook, p.27]
Humans gain an additional skill rank at first level and one additional rank whenever they gain a level.	

Feats	
Ectoplasmic Spell	[Paizo Inc. - Advanced Player's Guide, p.158]
Your spells breach the gulf between dimensions, sending ghostly emanations into the ether.	
An ectoplasmic spell has full effect against incorporeal or ethereal creatures. An ectoplasmic spell uses up a spell slot one level higher than the spell's actual level.	
Focused Spell	[Paizo Inc. - Advanced Player's Guide, p.160]
When you cast a spell that affects more than one creature, one opponent finds it more difficult to resist.	
When casting a spell that affects or targets more than one creature, you can choose one target or creature within the spell effect. That creature's saving throw DC to resist the spell is increased by +2. You must choose which target to focus the spell on before casting the spell. A focused spell uses up a spell slot one level higher than the spell's actual level. Spells that do not require a saving throw to resist or lessen the spell's effect do not benefit from this feat.	
Great Fortitude	[Paizo Inc. - Core Rulebook, p.124]
You are resistant to poisons, diseases, and other deadly maladies.	
You get a +2 bonus on all Fortitude saving throws.	
Stealthy	[Paizo Inc. - Core Rulebook, p.135]
You are good at avoiding attention and slipping out of bonds.	
You get a +2 bonus on all Escape Artist and Stealth skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.	
Eschew Materials	[Paizo Inc. - Core Rulebook, p.123]
You can cast many spells without needing to utilize minor material components.	
You can cast any spell with a material component costing 1 gp or less without needing that component. The casting of the spell still provokes attacks of opportunity as normal. If the spell requires a material component that costs more than 1 gp, you must have the material component on hand to cast the spell, as normal.	

Proficiencies
Bayonet, Blowgun, Cestus, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Grapple, Javelin, Longspear, Mace (Heavy), Mace (Light), Mere Club, Morningstar, Quarterstaff, Rock, Shortspear, Sickle, Sling, Spear, Spear (Boar), Spells (Ray), Spells (Touch), Splash Weapon, Stake, Unarmed Strike

Sorcerer Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
KNOWN	8	6	1	—	—	—	—	—	—	—
PER DAY	at will	6	5	3	—	—	—	—	—	—
Concentration	+6									

LEVEL 0 / Per Day:0 / Caster Level:6

Name	School	Time	Duration	Range	Source
□□□□□ Acid Splash	Conjuration, EarthSchool (Creation) [Acid]	1 standard action	Instantaneous	Close (40 ft.)	CR:p.239
[V, S] TARGET: One missile of acid; <i>EFFECT</i> : You fire a small orb of acid at the target dealing 1d3 points of acid damage. [SR:No]					
□□□□□ Daze	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	1 round	Close (40 ft.)	CR:p.264
[V, S, M] TARGET: One humanoid creature of 4 HD or less; <i>EFFECT</i> : This spell clouds the mind of a humanoid creature with 4 or fewer Hit Dice so that it takes no actions. [SR:Yes; DC:10, Will negates]					
□□□□□ Detect Magic	Divination	1 standard action	Concentration, up to 6 minutes [D]	60 ft.	CR:p.267
[V, S] TARGET: Cone-shaped emanation; <i>EFFECT</i> : You detect magical auras. [SR:No]					
□□□□□ Ghost Sound	Illusion (Figment)	1 standard action	6 rounds [D]	Close (40 ft.)	CR:p.289
[V, S, M] TARGET: Illusory sounds; <i>EFFECT</i> : Ghost sound allows you to create a volume of sound that rises, recedes, approaches, or remains at a fixed place. [SR:No; DC:10, Will disbelief]					
□□□□□ Mage Hand	Transmutation	1 standard action	Concentration	Close (40 ft.)	CR:p.306
[V, S] TARGET: One nonmagical, unattended object weighing up to 5 lbs.; <i>EFFECT</i> : You point your finger at an object and can lift it and move it at will from a distance. [SR:No]					
□□□□□ Mending	Transmutation	10 minutes	Instantaneous	10 ft.	CR:p.312
[V, S] TARGET: One object of up to 6 lb.; <i>EFFECT</i> : This spell repairs damaged objects, restoring 1d4 hit points to the object. [SR:Yes (harmless, object); DC:10, Will negates (harmless, object)]					
□□□□□ Open/Close	Transmutation	1 standard action	Instantaneous	Close (40 ft.)	CR:p.317
[V, S, F] TARGET: Object weighing up to 30 lbs. or portal that can be opened or closed; <i>EFFECT</i> : You can open or close [your choice] a door, chest, box, window, bag, pouch, bottle, barrel, or other container. [SR:Yes (object); DC:10, Will negates (object)]					
□□□□□ Ray of Frost	Evocation, WaterSchool [Cold]	1 standard action	Instantaneous	Close (40 ft.)	CR:p.330
[V, S] TARGET: Ray; <i>EFFECT</i> : A ray of freezing air and ice projects from your pointing finger dealing 1d3 points of cold damage. [SR:Yes]					

LEVEL 1 / Per Day:6 / Caster Level:6

Name	School	Time	Duration	Range	Source
□□□□□ Charm Person	Enchantment (Charm) [Mind-Affecting]	1 standard action	6 hours	Close (40 ft.)	CR:p.254
[V, S] TARGET: One humanoid creature; <i>EFFECT</i> : This charm makes a humanoid creature regard you as its trusted friend and ally. [SR:Yes; DC:11, Will negates]					
□□□□□ Feather Fall	Transmutation, AirSchool	1 immediate action	Until landing or 6 rounds	Close (40 ft.)	CR:p.281
[V] TARGET: 6 Medium or smaller free-falling objects or creatures, no two of which may be more than 20 ft. apart; <i>EFFECT</i> : The affected creatures or objects fall slowly. [SR:Yes (object); DC:11, Will negates (harmless) or Will negates (object);]					
□□□□□ Mage Armor	Conjuration (Creation) [Force]	1 standard action	6 hours [D]	Touch	CR:p.306
[V, S, F] TARGET: Creature touched; <i>EFFECT</i> : An invisible but tangible field of force surrounds the subject of a mage armor spell, providing a +4 armor bonus to AC. [SR:No; DC:11, Will negates (harmless)]					
□□□□□ Magic Missile	Evocation [Force]	1 standard action	Instantaneous	Medium (160 ft.)	CR:p.309
[V, S] TARGET: Up to five creatures, no two of which can be more than 15 ft. apart; <i>EFFECT</i> : 3 missiles that do 1d4+1 damage each. [SR:Yes]					
□□□□□ Ray of Enfeeblement	Necromancy	1 standard action	6 rounds	Close (40 ft.)	CR:p.329
[V, S] TARGET: Ray; <i>EFFECT</i> : A coruscating ray springs from your hand, the subject takes a penalty to Strength equal to 1d6+3. [SR:Yes; DC:11, Fortitude half]					
□□□□□ Shocking Grasp	Evocation, AirSchool [Electricity]	1 standard action	Instantaneous	Touch	CR:p.343
[V, S] TARGET: Creature or object touched; <i>EFFECT</i> : Your successful melee touch attack deals 5d6 points of electricity damage. [SR:Yes]					
□□□□□ Sleep	Enchantment (Compulsion) [Mind-Affecting]	1 round	6 minutes	Medium (160 ft.)	CR:p.344
[V, S, M] TARGET: One or more living creatures within a 10-ft.-radius burst; <i>EFFECT</i> : A sleep spell causes a magical slumber to come upon 4 HD of creatures. [SR:Yes; DC:11, Will negates]					

LEVEL 2 / Per Day:5 / Caster Level:6

Name	School	Time	Duration	Range	Source
□□□□□ Acid Arrow	Conjuration, EarthSchool (Creation) [Acid]	1 standard action	3 rounds	Long (640 ft.)	CR:p.239
[V, S, M, F] TARGET: One arrow of acid; <i>EFFECT</i> : An arrow of acid springs from your hand and speeds to its target dealing 2d4 points of acid damage. [SR:No]					
□□□□□ Augury	Divination	1 minute	Instantaneous	Personal	CR:p.245
[V, S, M, F] TARGET: You; <i>EFFECT</i> : An augury can tell you whether a particular action will bring good or bad results for you in the immediate future.					
□□□□□ Flaming Sphere	Evocation, FireSchool [Fire]	1 standard action	6 rounds	Medium (160 ft.)	CR:p.283
[V, S, M/DF] TARGET: 5-ft.-diameter sphere; <i>EFFECT</i> : A burning globe of fire rolls in whichever direction you point and burns those it strikes. [SR:Yes; DC:12, Reflex negates]					
□□□□□ Scorching Ray	Evocation, FireSchool [Fire]	1 standard action	Instantaneous	Close (40 ft.)	CR:p.337
[V, S] TARGET: One or more rays; <i>EFFECT</i> : You blast your enemies with up to 1 searing beams of fire dealing 4d6 points of fire damage. [SR:Yes]					

LEVEL 3 / Per Day:3 / Caster Level:6

Name	School	Time	Duration	Range	Source
□□□□□ Fly	Transmutation, AirSchool	1 standard action	6 minutes	Touch	CR:p.284
[V, S, F] TARGET: Creature touched; <i>EFFECT</i> : The subject can fly at a speed of 60 feet [or 40 feet if it wears medium or heavy armor, or if it carries a medium or heavy load]. [SR:Yes (harmless); DC:13, Will negates (harmless)]					

* =Domain/Speciality Spell

Morpheus

Human

RACE

22

AGE

Male

GENDER

VISION

Lawful Neutral

ALIGNMENT

Right

DOMINANT HAND

6' 4"

HEIGHT

210 lbs.

WEIGHT

Black

EYE COLOUR

Pale

SKIN COLOUR

Black, Bowie

HAIR / HAIR STYLE

PHOBIAS

PERSONALITY TRAITS

INTERESTS

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

None

REGION

DEITY

Humanoid

Race Type

Race Sub Type

Description:

Biography:

Right after leaving school, Morpheus began an apprenticeship with the foremost biomancer in Ravnica. As his apprentice, Morpheus learned everything there is to know about biology, genetics, and how to engineer new lifeforms. Just as he was getting ready to leave his mentor and start his own practice, he was captured by a group from the House Dimir. Their goal was to indoctrinate Morpheus and force him to engineer biological weapons and enhancements for their profit. With no way to escape, Morpheus was forced to comply. From what news his captors would tell him, he learned about the chaos his creations had brought to Ravnica. His guild, the Simic Combine, saw the weapons on the street and knew one of their own must be involved. They searched for years and eventually tracked the weapons to their source, where they found Morpheus - eight years after he had been taken.

Today marks five months since Morpheus was returned home, so he's still trying to get back on his feet. While he adjusts to being back home, he's doing odd jobs for those in need to support himself. He still dreams of opening his own biomancy practice after a few more months of recuperation.