Sera	oh.			AF		Desr	13	Numeria	Chaotic Neutra	al		
	Character Name			Player Name		Design	ıa	Region	Alignment	ual land		
				Human (Vers	satile Human)	•		· ·	J	9		
Sorcerer 9				Humanoid			ium / 5 ft.	4' 9" / 132 lbs.	Normal			
CLASS							FACE	HEIGHT / WEIGHT	VISION			
9 (8) 75000 / 105000				16	Male	Silve	er	Silver	Points	1		
Character Level (CR) EXP/NEXT LEVEL ABILITY NAME BASE BASE ABILITY ABILITY TEMP				TEMP	AGE GENDER EYES			HAIR		SPEED		
STR	SCORE N	+0 10	MOD SCORE	HP	72	WOUNDS/CURRENT HP		SUBDUAL DAMAGE	DAMAGE REDUCTION	Walk 30 ft.		
Strength				hit points	hit points				4 0 0			
DEX Dexterity		+2 14		armor class	TOTAL FLA		+ 0 + 0 + ARMOR SHIELD BONUS BONUS	-	1 + 0 + 0 - Morale	+ 0 + 0 + 0 + 0 Insight Sacred Profane MISC		
CON		+1 14		INITI	ATIVE +6	6 = +2 + +4		+0 0	10]		
INT Intelligence	10	+0 10	+0	Ш	TOT	AL DEX MISC MODIFIER MODIFIER	MISS Arcar R CHANCE Spel Failui	I CHECK RESIST RESIST	COLD ELECT. FIRE RESIST RESIST RESIS			
WIS	11 +	+0 11	+0	Encu	ımbrance	Light		LLPOINTS: 18	SKILLS	MAX RANKS: 9/9		
CHA	20 +	+5 22	+6					SKILL NAME	KEY ABILITY	SKILL ABILITY RANKS MISC MODIFIER MODIFIER MODIFIER		
Charisma	IG THROWS			ILITY MAGIC MISC	EPIC TEMP		✓ Acrobati✓ Appraise		DEX INT	2 = 2		
	TITUDE	_	SAVE	+2 + +0 + +2	+ +0 +		✓ Appraise		INT	0 = 0		
(c	constitution)			_			✓ Artistry (Choreography)	INT	0 = 0		
RE	EFLEX	+5	= +3 + +	+2 + +0 + +0	+0 +			Criticism)	INT	0 = 0		
V	VILL	+6	= +6 + +	+0 + +0	+ +0 +			Literature, including Pousical composition)	oetry) INT INT	0 = 0		
	(wisdom)							Philosophy)	INT	0 = 0		
		тот	Δ1	D. 0.5 ATTA OV DOLUJO	0717 0175	MISC EPIC TEMP	✓ Artistry (Playwriting)	INT	0 = 0		
ME	LEE	+4		+4	+ +0 + +0 +	+0 + 0 + TEMP	✓ Bluff ✓ Climb		CHA STR	14 = 6 + 3 + 5		
RAN	IGED	+6	6 =	+4	+ +2 + +0 +	+0 + 0 +	✓ Craft (U)	ntrained)	INT	0 = 0		
attack	bonus	+4	1 =	+4	+ +0 + +0 +		✓ Diploma✓ Disguise	•	CHA CHA	6 = 6 8 = 6 + 2		
attack	MB obonus	+4	+	+4	. +0 . +0 .	BULL	✓ Escape		DEX	2 = 2		
CMD	GRAPPI +4		TRIP +4	DISARM +4	SUNDER +4	RUSH OVERR			DEX	6 = 2 + 1 + 3		
						✓ Heal		WIS				
CMD	17		17	17	17	17 17		lge (Arcana)	CHA INT	10 = 6 + 1 + 3		
	NARME	D TO	OTAL ATTACK +4	BONUS DAMA				Ige (Nobility)	INT	3 = 0 + 3		
(r	nonlethal only)		+4					uter Dragons)	INT	7 = 0 + 7		
		*Sling	g	HAND Primar		CRITICAL REACH 20/x2 5 ft.			WIS	4 = 0 + 1 + 3		
				tion: Bullets, Sling (10)			(Oratory) (Untrained)	CHA CHA	12 = 6 + 6 6 = 6		
Rar	nge: 30 ft.		To Hit	:: +2 150 ft.	Dama 200 ft.	ige: 1d4 250 ft.	✓ Ride	(Ontrained)	DEX	2 = 2		
TH	+2		+0	-2	-4	-6	✓ Sense M	lotive	WIS	1 = 0 + 1		
Dam	1d4 300 ft.		1d4 350 ft.	1d4 400 ft.	1d4 450 ft.	1d4 500 ft.	Sleight o		DEX	4 = 2 + 2		
TH	-8		-10	-12	-14	-16	Spellcra ✓ Stealth	π	INT DEX	6 = 0 + 3 + 3 2 = 2		
Dam	1d4		1d4	1d4	1d4	1d4	✓ Survival		WIS	0 = 0		
	*Maste	erwork	Dagger	HAND		CRITICAL REACH	✓ Swim		STR	0 = 0		
	1	To Hit	Dan	Off-han	d PS M	19-20/x2 5 ft. Dam	Use Mag	gic Device	CHA	13 = 6 + 4 + 3		
1H-P		+5	1d4		-1	1d4				= + +		
1H-O 2H		+1 +5	1d4 1d4		+1 -3	1d4 1d4	-	√: can be used untrained	d. X: exclusive skills. *	: Skill Mastery.		
	10 ft.	10	20 ft.	30 ft.	40 ft.	50 ft.		Bros	ıth Weapon			
TH Dam	+7 1d4		+5 1d4	+3 1d4	+1 1d4	-1 1d4	Uses pe		itii vveapoii			
			104	144	144	144	-	-) ft. line breeth weepen 1/	day that deals 9d6 points of cold		
1H-P: One				n off hand. 2H : Two han nand (off hand weapon is		apons, primary hand (off oons, off hand.		e caught in the breath receive a				
		ARMO		TYPE	AC MAXDEX	CHECK SPELL FAILURE			Claws			
	*Ring	g of Prote	ection +1		+1	+0 0	Rounds p	er Day				
								,		ed as natural weapons, allowing		
							you to make tw considered mag	o claw attacks as a full attack a	ction using your full base overcoming DR. You can	attack bonus. Your claws are use your claws 9 rounds per day.		

EQUIPME			
ITEM Headband of Alluring Charisma +2	LOCATION Equipped	QTY 1	1 / 4,000
Sling	Equipped	1	0/0
5 lbs., 1 Bullets, Sling (10)			
Bullets, Sling (10)	Sling	1	5 / 0.1
Ring of the Ram	Equipped	1	0 / 8,600
Masterwork Dagger	Carried	1	1 / 302
Masterwork Dagger	Equipped	1	1/302
Ring of Protection +1	Equipped	1	0 / 2,000
Outfit (Cold-Weather)	Equipped	1	7/0
+5 circumstance bonus on Fortitude saves vs cold weather			
Voidfrost Robes	Equipped	1	1 / 11,000
Grants cold resistance 5 and +1 caster level to all spells with the cold all Tools Vest	Equipped	1	5 / 1,800
As a standard action, the wearer can speak its command word and	d order it to bring forth	all the st	andard tools required
to make checks for any one Craft skill. Belt Pouch	Equipped	1	NaN / 1
Backpack, Masterwork	Equipped	1	4/50
1,5 lbs., 1 Torpinal, 1 Wine of ladenveigh (Fine/Bottle)	1.11		
Torpinal	Backpack, Masterwork	1	0 / 300
Wine of ladenveigh (Fine/Bottle) (Wine (Fine/Bottle))	Backpack, Masterwork	1	NaN / 10
Wand of Magic Missile	Equipped	1	NaN / 750
1 to 5 missiles that do 1d4+1 damage each.			
Potion of Cure Light Wounds	Carried	2	0 (0) / 50 (100)
Cures 1d8+1 points of damage Potion of Cure Light Wounds	Equipped	1	0/50
Cures 1d8+1 points of damage Inferno grenade	Equipped	1	1 / 750
Usage: 1 charge/minute Plasma grenade	Equipped	1	1 / 1,600
Usage: 1 charge/minute Wand of Cure Moderate Wounds	Equipped	1	NaN / 4,500
When laying your hand upon a living creature, you channel positive		8+level [
damage. Wand of Ray of Enfeeblement	Equipped	1	NaN / 750
	1.11.		
A coruscating ray springs from your hand, the subject takes a pena			
Wand of Remove Curse	Equipped	1	NaN / 2,025
Cureall	Equipped	3	0 (0) / 1,400
Cureali	Equipped	0	(4,200)
Goo Tube Capacity: 0, Usage: disposable	Equipped	1	NaN / 6
Rod (Extend/Lesser) 3 times per day, doubles length of any spell(max level 3) but	Equipped	1	5 / 3,000
uses slot higher by 1			
Wand (Infernal Healing/Sorcerer/1st)	Equipped	3	0 (0) / 750 (2,250)
			0.4
Soothe	Equipped	1	0 / 200

Contact; Addiction minor; EFFECTS 1 minute; DAMAGE: 1d2 Wisdom Damage; FORTITUDE DC 12; This strange, pink, gel-like substance is generally contained in a small glass jar that holds 1 dose. A single dose of soothe dulls pain and creates a euphoric sensation, particularly when applied to an open wound. Rubbing a dose of soothe onto one's skin or imbibing the faintly citrusflavored stuff cures 1 point of damage, but rubbing a dose onto a wound received in the last minute heals the user of 1d8 points of damage. In addition, for the next minute, the user becomes immune to bleed damage and gains a +2 morale bonus on saving throws against fear effects. As a somewhat unusual and disturbing sid pamage and gains a +2 moraie bonus on saving mrows against rear effects. As a somewhat unusual and disturbing side effect, wounds healed by soothe tend to from raw, unsightly scars, giving the appearance of the wound still being fresh but disturbingly bloodless. Soothe has a further side effect—the stuff is slightly addictive, and those who use it run the danger of developing a habit. Soothe's side effect of transforming wounds into raw, ugly scar tissue tends to make those who abuse the drug-like pharmaceutical increasingly into hideous monstrosities over time. In fact, some subcultures, lik the Smillers of Scrapwall, use this side effect to make themselves appear more ferocious, and openly encourage self-mutilation followed by healing via of this strange substance.

Equipped 1

A gas grenade is a small, cylindrical device that is designed to be thrown as a splash weapon or fired from a grenade launcher. Before being thrown by hand, the grenade must be primed with a quick twist of a dial at one end and then armed with a click of a button at the center of that dial. The grenade detonates at the beginning of the wielder's next turn, hopefully in the area targeted. When a gas grenade detonates, it creates a 20-foot spread of low-smelling toxic gas. All creatures in this area of effect must succeed at a DC 14 Fortitude save or become nauseated. This condition lasts as long as the creature is in the cloud and for 144-1 rounds after it leaves. The gas created largers in the area for 5 rounds, and any creature that succeeds at its initial save but remains in the cloud must continue to save each round on its turn. The gas is not thick enough to obscure vision, and is a poison effect. The vapors can be dispersed in 1 round by moderate or stronger wind. Usage: disposable

by moderate or stronger wind. Osage, disposable			
Ioun Stone, Pink Rhomboid	Equipped	1	0 / 8,000
Perfume/Cologne	Equipped	1	0 / 40
Perfume or cologne may (at the GM's discretion) provide a +1 circ checks.	cumstance bonus on se	everal Cha	arisma-based skill
Scroll (Resurrection)	Carried	1	NaN / 12,275
Medlance	Carried	1	0 / 500
Capacity: 10 uses, Usage: disposable			
TOTAL WEIGHT CARRIED/VALUE	35 55 lbs	87.8	R1 1an

	FOLUDIAE							
EQUIPMENT								
ITEM		LOCATION	QTY					
Wand of Grease		Carried	1	NaN / 750				
ر محمود محمود محمود	محمده محمده							
ا حدودت وحووم حوووم	00000							
A grease spell covers a solid surface wi	0 / 50							
Loaded Dice, Superior		Carried	1	0 / 50				
Potion of Cure Moderate	te Wounds	Carried	2	0 (0) / 300 (600)				
00								
Cures 2d8+3 points of damage		Corried	4	0.70				
To sell		Carried	1	0/0				
(Backpack) Ron			1	1,000 / 200				
(Horse (Heavy))5 lbs., 1 Trauma Pack F	Dire			1,000 / 200				
Trauma Pack Plus	103	Ron	1	5 / 11,250				
Capacity: 5, Usage: 1 charge (disposab	ile)			,				
Wand of Gust of Wind		Equipped	1	NaN / 1,620				
Wand of Lightning Bolt		Equipped	1	NaN / 4,050				
ا محدده محدده								
TOTAL WEIGHT CAR	35,55 lbs.	87,88	31.1gp					
1	WEIGHT ALLO	WANCE						
Light 38	Medium	76	-	leavy 115				
Lift over head 115	Lift off ground	230	Push /	•				
	MONEY	,						
	WONLI			Total= 0 gp				
	MAGIC			<u> </u>				
	Language	oe .						
	Common, Drag							
	Other Compa							
	Carlor Compo							

Traits Extremely Fashionable (Diplomacy) [Paizo Inc. - Adventurer's Armory, p.332]

Whenever you are wearing clothing and/or jewelry worth at least 150 gp (and not otherwise covered in gore, sewage, or other things that mar your overall look), you gain a +1 trait bonus on Bluff, Diplomacy, and Intimidate checks. One of these skills (your choice) is a class skill for you.

Local Ties (Knowledge (Engineering)) [Paizo Publishing - Iron Gods Player's Guide, p.8]

You have ties to a prominent local in the town of Torch-the missing wizard Khonnir Baine. If you're a wizard, alchemist, or other scholarly type, he may have been your tutor or teacher. If you're of a more martial bent, Khonnir could instead have been a friend or business associate of your mother, father, or patron. He may even have been your adoptive father, in which case you likely have a bond of friendship or rivalry with his adopted daughter Val (your GM has more information on her in this case if you wish to know more for your character's background). Your association with Khonnir has given you insight into how technology works. Choose Disable Device or Knowledge (engineering). You gain a +1 trait bonus on checks with this skill, and it is a class skill for you. In addition, you are treated as if you possessed the Technologist feat for the purposes of resolving checks associated with that skill. If you gain the Technologist feat, your trait bonus for the selected skill increases to +3.

Outer Dragon Blood (magic) [Paizo Inc. - People of the Stars, p.25]

The blood of outer dragons courses through your veins, and you've inherited a portion of their magic. You gain Draconic as a bonus language. In addition, if you are a sorcerer with the draconic bloodline, you can select one of the outer dragon types for your bloodline powers; this affects your resistances and the type of energy damage dealt by a number of your abilities.

Suspicious

[Paizo Inc. - Second Darkness Player's Guide, p.141

You discovered at an early age that someone you trusted, perhaps an older sibling or a parent, had lied to you, and often, about something you had taken for granted, leaving you quick to question the claims of others. You gain a +1 trait bonus on Sense Motive checks, and Sense Motive is always a class skill for you.

Special Attacks

Breath Weapon (Su)

[Paizo Inc. - Core Rulebook1

You gain the use of a 60-ft.-line breath weapon 1/day that deals 9d6 points of cold damage. Those caught in the breath receive a Reflex save for half damage (DC 20).

Special Qualities [Paizo Inc. - Core Bloodline Arcana Rulebook, p.75]

Whenever you cast a spell with the cold descriptor, that spell deals +1 point of damage per die rolled.

Bonus Sorcerer Spell (7x) [Paizo Inc. - Advanced Race Guidel

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.

Claws (Su) [Paizo Inc. - Core

Claws (Su) [Paizo Inc. - Core Rulebook, p.75]

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. Your claws are considered magic weapons for the purpose of overcoming DR. You can use your claws 9 rounds per day. These rounds do not need to be consecutive.

Draconic Bloodline

[Paizo Inc. - Core Rulebook, p.75]

At some point in your family's history, a dragon interbred with your bloodline, and now its ancient power flows through your veins.

[Paizo Inc. - Core Rulebook, p.75]

You gain Cold Resistance 10 and a +2 natural armor bonus.

Dual Talent

Dragon Resistances

[Paizo Inc. - Advanced Race Guide, p.72]

Some humans are uniquely skilled at maximizing their natural gifts. These humans pick two ability scores and gain a +2 racial bonus in each of those scores. This racial trait replaces the +2 bonus to any one ability score, the bonus feat, and the skilled traits.

Resistance to Cold (Ex)

[Paizo Inc. - Bestiary, p.303]

You may ignore 10 points of Cold damage each time you take cold damage.

Versatile Human

[Paizo Inc. - Advanced Race Guide, p.]

While they lack some of the training of other humans, the natural talents of versatile humans more than make up for this lack. Replace the +2 bonus to any ability score, the skilled racial trait, and the bonus feat racial trait with dual talent.

Feats

Additional Traits

[Paizo Inc. - Second

Darkness Player's Guide,

p.12]

You have more traits than normal

Combat Casting

[Paizo Inc. - Core

Rulebook, p.119]

You are adept at spellcasting when threatened or distracted.

You get a +4 bonus on concentration checks made to cast a spell or use a spell-like ability when casting on the defensive or while grappled.

Deceitful

[Paizo Inc. - Core Rulebook, p.121]

You are skilled at deceiving others, both with the spoken word ans with physical disquises.

You get a +2 bonus on all Bluff and Disguise skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

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.

Improved Initiative

[Paizo Inc. - Core

Rulebook, p.127]

Your quick reflexes allow you to react quickly to danger.

You get a +4 bonus on initiative checks.

Toughness

[Paizo Inc. - Core

Rulebook, p.135]

You have enhanced physical stamina.

You gain +9 hit points.

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

Sorcerer Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
KNOWN	9	8	7	6	3	_	_	_	_	_
PER DAY	at will	8	8	7	5	_	_	_	_	_
Concentration	±15									

Shoot Time Shoot Shoot Interest Magic Divination Sharker: Shound Sharker: Shound sharker: Shound Sharker: Shound sharker: Shound sharker: Shound Sharker: Shound sharker: Sh	Duration Concentration, up to 9 minutes [D]	Range	
STARGET: Core-strained remarkont, EFFECT: You detect marginal bursts. (Bishoin Figineent) 1 standard action 1 standard action	Concentration, up to 9 minutes [D]		5
Supplementary commons Septential Commons Supplementary commo		60 ft.	CF
S. M. TARGET: nearby sources. EFFECT. This spell causes a touched cliptor to glow like a fourth, SERNAGET. Other touched. EFFECT: This spell causes a touched cliptor to glow like a touch, SERNAGET. Service the control of the standard action of the stan	9 rounds [D]	Close (45 ft.)	CF
Evecation Light, Woodschool 1 standard action 1 standard a		Close (45 It.)	Cr
MOPT TARGET. One commandation and analysis of the control of the c	90 minutes	Touch	CF
STARGET: One chipert of the property of the pr	30 minutes	100011	01.
STARGET: One normagical, unstanded object weighing up to 5 lits. FEFECT: You print your finger at an object and can lift it and move it at will from. Tomatomic Metal Starget Control of the prints	Concentration	Close (45 ft.)	CF
Transmutation Transmutatio	a distance. [SR:No]	, ,	
STARGET: One object of up to 9 is. EFFECT: This spell repairs damaged objects, restoring 14th points to the object, IRX-res (harmises, object), IRX- "INTERIOR OF STARGET: Or senturies, EFFECT;" to care whisper messages and receive whispered replies, IRX-res "INTERIOR OF STARGET: See text. EFFECT: Prestrigitations are minor tricks that notice spelloadens use for practice, IRX-rice, Object, 10th 15th 20th 20th 20th 20th 20th 20th 20th 20	Instantaneous	10 ft.	CF
S. PTARGET: Servatures curried. S. PTARGET: Servatures curried. S. MOPTARGET: Servature bushed: EFFECT: A greate spell course install surface with a layer of siprory greate. (SR-No). DC:17, See text) S. MOPTARGET: Cerestrue touched: EFFECT: This spell causes install surface with a layer of siprory greate. (SR-No). DC:17, See text) S. MOPTARGET: Cerestrue touched: EFFECT: This spell causes install surface with a layer of siprory greate. (SR-No). DC:17, See text) S. MOPTARGET: Cerestrue touched: EFFECT: You instude the subject with magacine density of standard action. Name School Time School Time School Time School S. MJ TARGET: One object or 10-th. square; EFFECT: This spell causes instant growth of a humanoid creature, doubling its height and multiplying to weight action. S. MJ TARGET: One object or 10-th. square; EFFECT: A greate spell covers a solid surface with a layer of siprory greate. (SR-No). DC:17, See text) S. MJ TARGET: One object or 10-th. square; EFFECT: A first-balle but tangible felled of force surrounds the subject of a mage armor spell, providing a +4 armor bone control of the control of the control of the spell of the subject takes a penalty for Strength each. S. TARGET: Up to the creatures, no two of which can be more than 15 ft. apart. EFFECT: Strength for the subject takes a penalty for Strength each of 10-th. Square spell covers as solid surface with a layer of siprory greate. (SR-No). DC:17, Fortitude of the spell of the subject takes a penalty for Strength each of 10-th. Square spell of the subject takes a penalty for Strength each of 10-th. Square spell of the subject takes a penalty for Strength each of 10-th. Square spell of the subject takes a penalty for Strength each of 10-th. Square spell of the subject takes a penalty for Strength each of 10-th. Square spell of the subject takes a penalty for Strength each of 10-th. Square spell	C:16, Will negates (harmless, object)]		
SIARRET: See the creature such experts. Present digitations are minor tricks that notice spelliciates use for practice. [RR:No: DC:16, See text] SIARRET Fines; EFFECT: A lary of freezing air and lose projects from your pointing finger dealing 1d3 points of cold damage. [RR:Neg.] CONCENTRAT Abjuration. 1 standard action. 2 standard action. 3 standard action. 2 standard action. 2 standard action. 3	90 minutes	Medium (190 ft.)	CF
TARGET: See text. EFFECT: Prestdigitations are minor tricks that novice spelloaaters use for practice, (BRN-to, DC:16, See text) 1 STARGET: Rey, of Frost (CL:10) 1 STARGET: Rey, of Frost (CL:10) 1 STARGET: Creature touched: EFFECT: A my of threating air and lose projects from your pointing forger dealing 1d points of cold damage. (SRY:es): CONCENTRAT Abytration 1 Standard action 1 STARGET: Creature touched: EFFECT: You inbue the subject with magacine energy that protects it from harm, granting is 1 at resistance bonus. In the control of the control o			
StrAget: Rev. perfect: A ray of treezing air and loe projects from your pointing finger dealing if 30 pints of cold damage. RSR/ver]. CONCENTRAT Concentration StrAget: Creature touched. EFFECT: You imbue the subject with magical energy that protest is from harm, granting it a +1 resistance bound.	1 hour	10 ft.	CF
TARGET: Ray, EFFECT: A ray of freezing air and Lee projects from your pointing finger detailing 1d3 points of cold damage. (SR:Yes), CONCENTRAT 1 standard action 2 standard action 3 standard action 4 standard action 3 standard action 4 standard action 5 standard a			
Apparation 1 standard action 1 standard	Instantaneous	Close (50 ft.)	C
LEVEL 1 / Per Day:8 / Caster Le School Time Transmutation 1 round 1 ro		Touch	C
LEVEL 1 / Per Day:8 / Caster Le Name School Transmutation	1 minute	Touch	C
Name Transmutation	on saves. [SR:Yes (harmless); DC:16, Wil	l negates (harmless)]	
Name School Transmutation Transmut	evel:9		
Interest Person Transmutation Transmut	Duration	Range	
MyTARGET: One humanoid creature. EFFECT: This spell causes instant growth of a humanoid creature, doubling its height and multiplying its weight Greates MyTARGET: One bytect or 10-ft. square; EFFECT: A grease spell covers a solid surface with a layer of slippery grease. [RSRN:0] C5-ft.7, See text) MyTARGET: One object or 10-ft. square; EFFECT: A grease spell covers a solid surface with a layer of slippery grease. [RSRN:0] C5-ft.7, See text) MyTARGET: One object or 10-ft. square; EFFECT: An invisible but tangible field of force surrounds the subject of a mage armor spell, provided a clicin or source surrounds the subject of a mage armor spell, provided a clicin or source surrounds the subject of a mage armor spell, provided a clicin or surrounds the subject of takes a penalty to strength equal to 166+4, [SR:Yes; DC:17, Fortial or Shield or servatures, no two of which can be more than 15 ft. spart; EFFECT: 5 missistes that do 164+1 damage each, [SR:Yes; DC:17, Fortial or Shield or strength or springs from your hand, the subject takes a penalty to Strength equal to 166+4, [SR:Yes; DC:17, Fortial or Shield or strength or springs from your hand, the subject takes a penalty to Strength equal to 166+4, [SR:Yes; DC:17, Fortial or Shield or strength or springs from your hand, the subject takes a penalty to Strength equal to 166+4, [SR:Yes; DC:17, Fortial or Shield or strength or springs from your hand, the subject takes a penalty to Strength equal to 166+4, [SR:Yes; DC:17, Fortial or Shield or springs from your hand, the subject takes a penalty to Strength equal to 166+4, [SR:Yes; DC:17, Fortial or Shield or springs from your hand, the subject takes a penalty to Strength equal to 166+4, [SR:Yes; DC:18, Villar or Shield or springs from your hand, the subject takes a penalty to Strength equal to 166+4, [SR:Yes; DC:18, Villar or Shield or springs from your hand, the subject takes a penalty to Strength equal to 166+4, [SR:Yes; DC:18, Villar or Shield or springs from your hand, the subject or springs from your hand, the s	9 minutes [D]	Close (45 ft.)	С
Grease Conjuration, EarthSchool (Creation) 1 standard action Min TARGET: One object or 10-ft. square; EFFECT: A grease spell covers a solid surface with a layer of slippery grease, [SR-No, DC:17, See text] Ming Armor 1, TARGET: Creature touched; EFFECT: An invisible but tangible field of force surrounds the subject of a mage armor spell, providing a +4 armor bon 1 standard action 1 s			
My TARGET: One object or 10-ft. square; EFFECT: A grease spell covers a solid surface with a layer of slippery grease. [SR:No. DC:17, See text] July Mage Armor Standard action Standard	9 minutes [D]	Close (45 ft.)	С
Mage Armor	• •		
FITARGET: Creature touched; EFFECT: An invisible but tangible field of force surrounds the subject of a mage armor spell, providing a +4 armor bon Evocation (Force) 1 standard action 15 ft. apart; EFFECT: 5 missiles that do 1d4+1 damage each, ISR:Yes] 1 standard action 17 missibility in five creatures, no two of which can be more than 15 ft. apart; EFFECT: 5 missiles that do 1d4+1 damage each, ISR:Yes] 1 standard action 17 missibility 17 missibility 18	9 hours [D]	Touch	С
	nus to AC. ISR:No: DC:17. Will negates (ha	armless)]	
RABGET: Up to live creatures, no two of which can be more than 15 ft. apart; EFFECT: 5 missiles that do 1d4+1 damage each. [SR:Yes] Istandard action Necromancy Istandard action Necromancy Istandard action Shield Abjuration, VoidElementalSchool [Force] Istandard action Shield Abjuration, VoidElementalSchool [Force] Istandard action Shield Abjuration, VoidElementalSchool [Force] Istandard action Conjuration (Creation) Cold, Water] Istandard action TARGET: You, EFFECT: Shield creates an invisible shield of force that hovers in front of you. Conjuration (Creation) Cold, Water] Istandard action TARGET: One ball of ice and snow; EFFECT: Ranged touch attack deals 5d6 of cold damage and target is staggered for 1 round, [SR:No, DC:17, For University	Instantaneous	Medium (190 ft.)	С
Ray of Enfeeblement			
TARGET: Ray: EFFECT: A coruscating ray springs from your hand, the subject takes a penalty to Strength equal to 1d6+4. [SR:Yes: Dc.17. Fortitude Shield	9 rounds	Close (45 ft.)	С
Abjuration, VoidElementalSchool [Force] 1 standard action TARGET: You; EFFECT: Shield creates an invisible shield of force that hovers in front of you. TARGET: One ball of ice and snow; EFFECT: Ranged touch attack deals 566 of cold damage and target is staggered for 1 round. [SR:No; DC:17, For Illusion (Claimer) 1 standard action TARGET: creature touched; EFFECT: This spell functions like invisibility. Like invisibility, the spell immediately ends if the subject attacks any creature LEVEL 2 / Per Day: 8 / Caster Le Name School Time Transmutation [WoodSchool] 1 standard action Mi TARGET: Creature touched; EFFECT: The transmuted creature becomes more graceful, agile, and coordinated granting a +4 enhancement bonus Conjuration, EarthSchool (Creation) [MetalSc 1 standard action Mi Ground mical) TARGET: Creatures and objects within 10-tt-radius spread; EFFECT: A cloud of golden particles covers everyone and everything irration of the spell. BisR:No, DC:18, Will negates (blinding only)] Phildeous Laughter Mi TARGET: One creature; see text; EFFECT: This spell afflicts the subject with uncontrollable laughter; (SR:Yes; DC:18, Will negates) Illusion (VietElementalSchool (Samp) Illusion (Figment) 1 standard action MDF1 TARGET: You or a creature or object weighing no more than 900 lbs.; EFFECT: The creature or object touched becomes invisible. (SR:Yes (he less, object)) Illusion (Figment) 1 standard action TARGET: Creature touched; EFFECT: This abjuration grants a creature limited protection from damage of whichever one of five energy types you conjuration (Creation) [WoodSchool] 1 standard action TARGET: Web in a 20-tt-radius spread; EFFECT: Web creates a many-layered mass of strong, slicky strands. These strands trap those caught in Tarnsmutation, AirSchool, EarthSchool, FireSchot 1 standard action Tarnsmutation, AirSchool 1 is wear	e halfl		
TARGET: You, EFFECT: Shield creates an invisible shield of force that hovers in front of you. Conjuration (Creation) [Cold, Water] 1 standard action TARGET: One ball of ice and snow; EFFECT: Ranged touch attack deals 5d6 of cold damage and target is staggered for 1 round. [SR:No; DC:17, For Illusion (Glamer) 1 standard action TARGET: Creature touched; EFFECT: This spell functions like invisibility. Like invisibility, the spell immediately ends if the subject attacks any creature LEVEL 2 / Per Day:8 / Caster Le School Time Cat's Grace Transmutation [WoodSchool] 1 standard action MITARGET: Creature touched; EFFECT: The transmuted creature becomes more graceful, agile, and coordinated granting a +4 enhancement bonus [Conjuration, EarthSchool (Creation) [MetalSc1] st standard action MI ground micaj] TARGET: Creatures and objects within 10-ft-radius spread; EFFECT: A cloud of golden particles covers everyone and everything i uration of the spell. [SR:No; DC:18, Will negates] [India School School (Gration) [MetalSc1] st standard action MI ground micaj] TARGET: One creature set ext; EFFECT: This spell afflicts the subject with uncontrollable laughter. [SR:Yes; DC:18, Will negates] [India School School (Gration) [Mind-Affecting] 1 standard action MI provided in the spell (SR:No; DC:18, Will negates) [India School School (Gration) India School India School (Gration) India School Ind	9 minutes [D]	Personal	С
Conjuration (Creation) [Cold, Water] 1 standard action TARGET: One ball of ice and snow: EFFECT: Ranged touch attack deals 5d6 of cold damage and target is staggered for 1 round. [SR:No; DC:17, For Islandard action Islandard Is			
TARGET: One ball of ice and snow; EFFECT: Ranged touch attack deals 5d6 of cold damage and target is staggered for 1 round, [SR:No; DC:17, For Illusion (Glamer) Standard action Standard action TARGET: Creature touched; EFFECT: This spell functions like invisibility. Like invisibility, the spell immediately ends if the subject attacks any creature LEVEL 2 / Per Day:8 / Caster Le Level 2 / Per Day:8 / Caster	Instantaneous	Close (50 ft.)	AF
Sandard action TARGET: creature touched; EFFECT: This spell functions like invisibility. Like invisibility, the spell immediately ends if the subject attacks any creature LEVEL 2 / Per Day:8 / Caster Le School Time Time Cat's Grace School Time School Time School Time School Time School S	ortitude partial]; CONCENTRATION:+16		
TARGET: creature touched; EFFECT: This spell functions like invisibility, tike invisibility, the spell immediately ends if the subject attacks any creature LEVEL 2 / Per Day:8 / Caster Le	5 rounds [D]	Touch	AP
Name Cat's Grace Transmutation [WoodSchool] 1 standard action 2 standard action 2 standard action 2 standard action 2 standard action 3 standard action 4 standard action 4 standard action 4 standard action 5 standard action 5 standard action 5 standard action 6 standard action 7 standard action 8 standard acti	e. [SR:Yes (harmless); DC:17, Will negates	s (harmless)]	
Name School Transmutation [WoodSchool] 1 standard action 2 Conjuration, EarthSchool (Creation) [MetalSc1 standard action 3 Conjuration, EarthSchool (Creation) [MetalSc1 standard action 4 Conjuration, EarthSchool (Greation) [MetalSc1 standard action 5 Conjuration, EarthSchool (Greation) [Mind-Affecting] 1 standard action 5 Conjuration, EarthSchool (Greation) [Mind-Affecting] 1 standard action 6 Conjuration [Mind-Affecting] 1 standard action 7 Invisibility 8 Enchantment (Compulsion) [Mind-Affecting] 1 standard action 8 Illusion, VoidElementalSchool (Glamer) 1 standard action 9 Invisibility 9 Illusion, VoidElementalSchool (Glamer) 1 standard action 9 Illusion (Figment) 1 standard action 9 Interest Invo (Effect): This spell creates a number of illusory doubles of you that inhabit your square. 9 Conjuration, AirSchool, EarthSchool, FireSchool standard action 9 Conjuration, AirSchool, EarthSchool, FireSchool standard action 9 Conjuration, AirSchool, EarthSchool, FireSchool standard action 9 Conjuration (Creation) [WoodSchool] 1 standard action 9 Conjuration (Creation) [WoodSchool] 1 standard action 9 Interest (School) 1 standard action 9 Interest (Schoo			
Transmutation [WoodSchool] 1 standard action M] TARGET: Creature touched; EFFECT: The transmuted creature becomes more graceful, agile, and coordinated granting a +4 enhancement bonus Conjuration, EarthSchool (Creation) [MetalSc1 standard action M (ground mica)] TARGET: Creatures and objects within 10-ftradius spread; EFFECT: A cloud of golden particles covers everyone and everything is uration of the spell. [SR:No; DC:18, Will negates (blinding only)] Enchantment (Computsion) [Mind-Affecting] 1 standard action M] TARGET: One creature; see text; EFFECT: This spell afflicts the subject with uncontrollable laughter. [SR:Yes; DC:18, Will negates] Illusion, VoidElementalSchool (Glamer) 1 standard action MDF] TARGET: You or a creature or object weighing no more than 900 lbs.; EFFECT: The creature or object touched becomes invisible. [SR:Yes (handess, object)] Mirror Image Illusion (Figment) 1 standard action TARGET: You; EFFECT: This spell creates a number of illusory doubles of you that inhabit your square. Abjuration, AirSchool, EarthSchool, FireScho1 standard action DEFT TARGET: Creature touched; EFFECT: This abjuration grants a creature limited protection from damage of whichever one of five energy types you conjuration (Creation) [WoodSchool] 1 standard action M] TARGET: Webs in a 20-ftradius spread; EFFECT: Web creates a many-layered mass of strong, sticky strands. These strands trap those caught in the protection from damage of whichever one of five energy types you conjuration, Creation [WoodSchool] 1 standard action M] TARGET: One spell Magic 1 standard action 1 standard action 2 standard action 2 standard action 3 standard action 3 standard action 3 standard action 3 standard action 4 standard action 4 standard action 4 standard action 5 standard action 5 standard action 5 standard action 5 standard action 6 standard action 6 standard action 6 standard action 6 standard action 7 standard action 7 standard action 1 stan	evei:9		
M] TARGET: Creature touched: EFFECT: The transmuted creature becomes more graceful, agile, and coordinated granting a +4 enhancement bonus Conjuration, EarthSchool (Creation) [MetalSc1 standard action M (ground mica)] TARGET: Creatures and objects within 10-ftradius spread; EFFECT: A cloud of golden particles covers everyone and everything i uration of the spell, [RS:Nc); Dc:18, Will negates (blinding only)]	Duration	Range	
Conjuration, EarthSchool (Creation) [MetalSc1 standard action M (ground mica)] TARGET: Creatures and objects within 10-ftradius spread; EFFECT: A cloud of golden particles covers everyone and everything is uration of the spell. [SR:No; DC:18, Will negates (blinding only)] Hideous Laughter	9 minutes	Touch	C
M (ground mica)] TARGET: Creatures and objects within 10-ftradius spread; EFFECT: A cloud of golden particles covers everyone and everything i uration of the spell. [SR:No. Dc:18, Will negates (blinding only)] Invision of the spell. [SR:No. Dc:18, Will negates (blinding only)] Invision of the spell. [SR:No. Dc:18, Will negates (blinding only)] Invisibility Illusion, VoidElementalSchool (Glamer) I standard action Invisibility Illusion, VoidElementalSchool (Glamer) I standard action Invisibility Illusion (Figment) I standard action I standard act			
Interior of the spell. [SR:No; DC:18, Will negates (blinding only)] Hideous Laughter	9 rounds	Medium (190 ft.)	С
Hideous Laughter	in the area, causing creatures to become be	linded and visibly outlining invisible t	hing
M] TARGET: One creature; see text; EFFECT: This spell afflicts the subject with uncontrollable laughter. [SR:Yes; DC:18, Will negates] Illusion, VoidElementalSchool (Glamer)	9 rounds	Close (45 ft.)	С
Illusion, VoidElementalSchool (Glamer)	o roundo	0.000 (10 1)	Ŭ
MDF] TARGET: You or a creature or object weighing no more than 900 lbs.; EFFECT: The creature or object touched becomes invisible. [SR:Yes (haless, object)]	9 minutes [D]	Personal or touch	С
Illusion (Figment) I standard action ITARGET: You; EFFECT: This spell creates a number of illusory doubles of you that inhabit your square. Abjuration, AirSchool, EarthSchool, FireScho1 standard action DF] TARGET: Creature touched; EFFECT: This abjuration grants a creature limited protection from damage of whichever one of five energy types you Conjuration (Creation) [WoodSchool] 1 standard action M] TARGET: Webs in a 20-ftradius spread; EFFECT: Web creates a many-layered mass of strong, sticky strands. These strands trap those caught in LEVEL 3 / Per Day: 7 / Caster Le Name School Time Dispel Magic Abjuration, VoidElementalSchool 1 standard action ITARGET: One spellcaster, creature, or object; EFFECT: You can use dispel magic to end one ongoing spell that has been cast on a creature or object acter's spell. [SR:No] Fireball Evocation, FireSchool [Fire] 1 standard action M] TARGET: 20-ftradius spread; EFFECT: A fireball spell generates a searing explosion of flame that detonates with a low roar and deals 9d6 points Transmutation, AirSchool 1 standard action 1 standard acti			
TARGET: You; EFFECT: This spell creates a number of illusory doubles of you that inhabit your square.	armiess) or yes (narmiess, object); DC:18,	vviii negates (narmiess) or vviii nega	les
TARGET: You; EFFECT: This spell creates a number of illusory doubles of you that inhabit your square. Abjuration, AirSchool, EarthSchool, FireScho1 standard action Pesist Energy Abjuration, AirSchool, EarthSchool, FireScho1 standard action Pesist Energy Abjuration, AirSchool, EarthSchool, FireScho1 standard action Pesist Energy Abjuration, AirSchool, EarthSchool, FireScho1 standard action Target: Creature touched; EFFECT: This abjuration grants a creature limited protection from damage of whichever one of five energy types you Conjuration (Creation) [WoodSchool] 1 standard action 1 standard action Name School Time Abjuration, VoidElementalSchool 1 standard action 1 standard action 1 standard action 1 standard action 1 AFRGET: One spellcaster, creature, or object; EFFECT: You can use dispel magic to end one ongoing spell that has been cast on a creature or object acter's spell. [SR:No) Tireball Evocation, FireSchool [Fire] 1 standard action M TARGET: 20-ftradius spread; EFFECT: A fireball spell generates a searing explosion of flame that detonates with a low roar and deals 9d6 points Transmutation, AirSchool 1 standard action	9 minutes	Personal	С
Abjuration, AirSchool, EarthSchool, FireScho1 standard action DI TARGET: Creature touched; EFFECT: This abjuration grants a creature limited protection from damage of whichever one of five energy types you Conjuration (Creation) [WoodSchool] 1 standard action M] TARGET: Webs in a 20-ftradius spread; EFFECT: Web creates a many-layered mass of strong, sticky strands. These strands trap those caught in LEVEL 3 / Per Day: 7 / Caster Le Name School Time Abjuration, VoidElementalSchool 1 standard action 1 TARGET: One spellcaster, creature, or object; EFFECT: You can use dispel magic to end one ongoing spell that has been cast on a creature or object aster's spell. [SR:No) Tireball Evocation, FireSchool [Fire] 1 standard action M] TARGET: 20-ftradius spread; EFFECT: A fireball spell generates a searing explosion of flame that detonates with a low roar and deals 9d6 points Transmutation, AirSchool 1 standard action 1 standard action 1 standard action M] TARGET: 9 creatures, no two of which can be more than 30 ft. apart; EFFECT: The transmutation 1 standard action M] TARGET: 120-ft. line; EFFECT: You release a powerful stroke of electrical energy that deals 9d6 points of electricity damage to each creature within 1 standard action M] TARGET: 9 creatures, no two of which can be more than 30 ft. apart; EFFECT: An affected creature moves and attacks at a drastically slowed rate M] TARGET: 9 creatures, no two of which can be more than 30 ft. apart; EFFECT: An affected creature moves and attacks at a drastically slowed rate M] TARGET: 9 creatures, no two of which can be more than 30 ft. apart; EFFECT: An affected creature moves and attacks at a drastically slowed rate M] TARGET: 9 creatures, no two of which can be more than 30 ft. apart; EFFECT: An affected creature moves and attacks at a drastically slowed rate			
DF] TARGET: Creature touched; EFFECT: This abjuration grants a creature limited protection from damage of whichever one of five energy types you Conjuration (Creation) [WoodSchool] 1 standard action M] TARGET: Webs in a 20-ftradius spread; EFFECT: Web creates a many-layered mass of strong, sticky strands. These strands trap those caught in LEVEL 3 / Per Day: 7 / Caster Le Name School Time Name School Time Abjuration, VoidElementalSchool 1 standard action TARGET: One spellcaster, creature, or object; EFFECT: You can use dispel magic to end one ongoing spell that has been cast on a creature or object sater's spell. [SR:No) Fireball Evocation, FireSchool [Fire] 1 standard action M] TARGET: 20-ftradius spread; EFFECT: A fireball spell generates a searing explosion of flame that detonates with a low roar and deals 9d6 points Transmutation, AirSchool 1 standard action 1 standard action 2 standard action 1 standard action 1 standard action 1 standard action 2 standard action 1 standard action 1 standard action 2 standard action 3 standard	90 minutes	Touch	С
Conjuration (Creation) [WoodSchool] 1 standard action M] TARGET: Webs in a 20-ftradius spread; EFFECT: Web creates a many-layered mass of strong, sticky strands. These strands trap those caught in LEVEL 3 / Per Day: 7 / Caster Le Name School Time Dispel Magic Abjuration, VoidElementalSchool 1 standard action TARGET: One spellcaster, creature, or object; EFFECT: You can use dispel magic to end one ongoing spell that has been cast on a creature or object sater's spell. [SR:No] Priceball Evocation, FireSchool [Fire] 1 standard action M] TARGET: 20-ftradius spread; EFFECT: A fireball spell generates a searing explosion of flame that detonates with a low roar and deals 9d6 points Transmutation, AirSchool 1 standard action F] TARGET: Creature touched; EFFECT: 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 haste Transmutation 1 standard action 1 standard action 1 standard action 2 standard action 2 standard action 3 standard action 3 tandard action 3 tandard action 4 standard action 4 standard action 4 standard action 5 standard action 5 standard action 5 standard action 6 standard action 6 standard 2 standard 2 standard 2 standard 2 standard 3 standa	u select. [SR:Yes (harmless); DC:18, Fortit	ude negates (harmless)]	
M] TARGET: Webs in a 20-ftradius spread; EFFECT: Web creates a many-layered mass of strong, sticky strands. These strands trap those caught in LEVEL 3 / Per Day: 7 / Caster Level	90 minutes [D]	Medium (190 ft.)	С
Name School Abjuration, VoidElementalSchool 1 standard action 1 TARGET: One spellcaster, creature, or object, EFFECT: You can use dispel magic to end one ongoing spell that has been cast on a creature or object aster's spell. [SR:No) Fireball Evocation, FireSchool [Fire] 1 standard action M] TARGET: 20-ftradius spread; EFFECT: A fireball spell generates a searing explosion of flame that detonates with a low roar and deals 9d6 points Transmutation, AirSchool 1 standard action 2 creatures, no two of which can be more than 30 ft. apart; EFFECT: The transmuted creatures move and act more quickly than normal. 2 creating Bolt 2 creatures, no two of which can be more than 30 ft. apart; EFFECT: An affected creature moves and attacks at a drastically slowed rate 3 standard action 4 standard action 4 standard action 5 slow 6 standard action 7 standard action 7 standard action 8 standard action 9 standard action 1 standard action 9 standard action 1 standard action	in them. [SR:No; DC:18, Reflex negates; se	ee text]	
Name School Abjuration, VoidElementalSchool 1 standard action 1 TARGET: One spellcaster, creature, or object, EFFECT: You can use dispel magic to end one ongoing spell that has been cast on a creature or object aster's spell. [SR:No) Fireball Evocation, FireSchool [Fire] 1 standard action M] TARGET: 20-ftradius spread; EFFECT: A fireball spell generates a searing explosion of flame that detonates with a low roar and deals 9d6 points Transmutation, AirSchool 1 standard action 2 creatures, no two of which can be more than 30 ft. apart; EFFECT: The transmuted creatures move and act more quickly than normal. 2 creating Bolt 2 creatures, no two of which can be more than 30 ft. apart; EFFECT: An affected creature moves and attacks at a drastically slowed rate 3 standard action 4 standard action 4 standard action 5 slow 6 standard action 7 standard action 7 standard action 8 standard action 9 standard action 1 standard action 9 standard action 1 standard action	oved.O		
Abjuration, VoidElementalSchool 1 standard action TARGET: One spellcaster, creature, or object; EFFECT: You can use dispel magic to end one ongoing spell that has been cast on a creature or object aster's spell. [SR:No] O Fireball Evocation, FireSchool [Fire] 1 standard action M] TARGET: 20-ftradius spread; EFFECT: A fireball spell generates a searing explosion of flame that detonates with a low roar and deals 9d6 points O Fiteball Transmutation, AirSchool 1 standard action F] TARGET: Creature touched; EFFECT: 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 AirSchool 1 standard action Haste Transmutation Transmutation Standard action Transmutation Standard action Standard action Standard St	evei:9		
TARGET: One spellcaster, creature, or object; EFFECT: You can use dispel magic to end one ongoing spell that has been cast on a creature or object aster's spell. [SR:No] Fireball Evocation, FireSchool [Fire] 1 standard action TARGET: 20-ftradius spread; EFFECT: A fireball spell generates a searing explosion of flame that detonates with a low roar and deals 9d6 points Transmutation, AirSchool 1 standard action 1 standard 1 standard 1 standard 1 standard 1 standard 1 standard	Duration	Range	
TARGET: One spellcaster, creature, or object; EFFECT: You can use dispel magic to end one ongoing spell that has been cast on a creature or object aster's spell. [SR:No] Istandard action Evocation, FireSchool [Fire] 1 standard action M] TARGET: 20-ftradius spread; EFFECT: A fireball spell generates a searing explosion of flame that detonates with a low roar and deals 9d6 points Transmutation, AirSchool 1 standard action Standard action 1 standard action TARGET: Creature touched; EFFECT: 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 Haste Transmutation 1 standard action TARGET: 9 creatures, no two of which can be more than 30 ft. apart; EFFECT: The transmuted creatures move and act more quickly than normal. Istinction Evocation, AirSchool [Electricity, MetalSchool standard action M] TARGET: 120-ft. line; EFFECT: You release a powerful stroke of electrical energy that deals 9d6 points of electricity damage to each creature with Slow Transmutation 1 standard action M] TARGET: 9 creatures, no two of which can be more than 30 ft. apart; EFFECT: An affected creature moves and attacks at a drastically slowed rate.	Instantaneous	Medium (190 ft.)	С
Evocation, FireSchool [Fire] 1 standard action M] TARGET: 20-ftradius spread; EFFECT: A fireball spell generates a searing explosion of flame that detonates with a low roar and deals 9d6 points Transmutation, AirSchool 1 standard action F] TARGET: Creature touched; EFFECT: The subject can fly at a speed of 6 feet [or 40 feet if it wears medium or heavy armor, or if it carries a mediu haste Transmutation 1 standard action M] TARGET: 9 creatures, no two of which can be more than 30 ft. apart; EFFECT: The transmuted creatures move and act more quickly than normal. Lightning Bolt Evocation, AirSchool [Electricity, MetalSchool standard action M] TARGET: 120-ft. line; EFFECT: You release a powerful stroke of electrical energy that deals 9d6 points of electricity damage to each creature withing Slow Transmutation 1 standard action M] TARGET: 9 creatures, no two of which can be more than 30 ft. apart; EFFECT: An affected creature moves and attacks at drastically slowed rate	ct, to temporarily suppress the magical abili	ities of a magic item, or to counter an	othe
M) TARGET: 20-ftradius spread; EFFECT: A fireball spell generates a searing explosion of flame that detonates with a low roar and deals 9d6 points Transmutation, AirSchool 1 standard action F) TARGET: Creature touched; EFFECT: The subject can fly at a speed of 60 feet [or 40 feet if it wears medium or heavy armor, or if it carries are medium or heavy armor, or if it carries are medium or heavy armor, or if it carries are medium or heavy armor, or if it carries are medium or heavy armor, or if it carries are medium or heavy armor, or if it carries are medium or heavy armor, or if it carries are medium or heavy armor, or if it carries are medium or heavy armor, or if it carries are medium or heavy armor, or if it carries are medium or heavy armor, or if it carries are medi	Latertain	1 (700 %)	
Transmutation, AirSchool 1 standard action F) TARGET: Creature touched; EFFECT: The subject can fly at a speed of 60 feet [or 40 feet if it wears medium or heavy armor, or if it carries armore armo	Instantaneous	Long (760 ft.)	С
F TARGET: Creature touched; EFFECT: The subject can fly at a speed of 60 feet [or 40 feet if it wears medium or heavy armor, or if it carries armord.			
Transmutation 1 standard action M] TARGET: 9 creatures, no two of which can be more than 30 ft. apart; EFFECT: The transmuted creatures move and act more quickly than normal. Lightning Bolt Evocation, AirSchool [Electricity, MetalSchoot standard action M] TARGET: 120-ft. line; EFFECT: You release a powerful stroke of electrical energy that deals 9d6 points of electricity damage to each creature within Transmutation 1 standard action M] TARGET: 9 creatures, no two of which can be more than 30 ft. apart; EFFECT: An affected creature moves and attacks at a drastically slowed rate	9 minutes	Touch	С
M] TARGET: 9 creatures, no two of which can be more than 30 ft. apart; EFFECT: The transmuted creatures move and act more quickly than normal. \(\) \(\			_
Lightning Bolt M] TARGET: 120-ft. line; EFFECT: You release a powerful stroke of electrical energy that deals 9d6 points of electricity damage to each creature within Slow Transmutation 1 standard action M] TARGET: 9 creatures, no two of which can be more than 30 ft. apart; EFFECT: An affected creature moves and attacks at a drastically slowed rate	9 rounds	Close (45 ft.)	С
M] TARGET: 120-ft. line; EFFECT: You release a powerful stroke of electrical energy that deals 9d6 points of electricity damage to each creature with Transmutation 1 standard action 1 standard action M] TARGET: 9 creatures, no two of which can be more than 30 ft. apart; EFFECT: An affected creature moves and attacks at a drastically slowed rate	-		_
Transmutation 1 standard action M] TARGET: 9 creatures, no two of which can be more than 30 ft. apart; EFFECT: An affected creature moves and attacks at a drastically slowed rate	Instantaneous	120 ft.	С
M] TARGET: 9 creatures, no two of which can be more than 30 ft. apart; EFFECT: An affected creature moves and attacks at a drastically slowed rate		Close (45 ft)	^
	9 rounds	Close (45 ft.)	С
LEVEL 4 / Bor Dove / Costor Lo	e. [SR:Yes; DC:19, Will negates]		
FVEL 4 FEL 13V-3 I SCIALLE	2VEI-9		
Name School Time	Duration	Range	
Dimension Door Conjuration (Teleportation) 1 standard action	Instantaneous	Long (760 ft.)	C
ARGET: You and touched objects or other touched willing creatures; EFFECT: You instantly transfer yourself from your current location to any other specific Dragon's Breath (CL:10) Evocation, AirSchool, EarthSchool, FireSchool standard action	oot within range. [SR:No and yes (object); Instantaneous	OC:20, None and Will negates (object 30 ft. or 60 ft.	t)] AP

Sorcerer Spells

| Fear | Necromancy [Fear, Mind-Affecting, Emotion] 1 standard action 9 rounds or 1 round; see text | V, S, M] TARGET: Cone-shaped burst; EFFECT: An invisible cone of terror causes each living creature in the area to become panicked unless it succeeds on a Will save. [SR:Yes; DC:20, Will partial]

30 ft.

CR:p.281

Character: Seraph Player: AF

Seraph
Human (Versatile Human)
RACE
16
AGE
Male
GENDER
VISION
Chaotic Neutral
ALIGNMENT
Right
DOMINANT HAND
4' 9"
HEIGHT
132 lbs.
Silver
EYE COLOUR
EYE COLOUR
SKIN COLOUR
Silver,
HAIR / HAIR STYLE
PHOBIAS
1
PERSONALITY TRAITS
INTERESTS
INTERESTS
SPOKEN STYLE / CATCH PHRASE
5. 5. E. (5. 1. E.) 5. 11 5. 11 11 11 15 E
RESIDENCE
LOCATION



Numeria REGION

Desna

DEITY

Humanoid Race Type

Race Sub Type Description: Biography: