

Seraph

Character Name

220000 / 315000

EXP/NEXT LEVEL

12 (11)

CLASS

16

AGE

Male

GENDER

Sorcerer 12

CLASS

Desna

Deity

Numeria

Region

Chaotic Neutral

Alignment

Human (Versatile Human) / Humanoid

RACE

Medium / 5 ft.

SIZE / FACE

4' 9" / 132 lbs.

HEIGHT / WEIGHT

Normal

VISION

16

AGE

Male

GENDER

Silver

EYES

Silver

HAIR

Points

HP

hit points

88

WOUNDS/CURRENT HP

AC

armor class

18

FLAT

16

TOUCH

14

BASE

10

ARMOR BONUS

0

SHIELD BONUS

0

STAT

2

SIZE

0

NATURAL ARMOR

4

DEFLECTION

2

DODGE

0

Morale

0

Insight

0

Sacred

0

Profane

0

MISC

0

INITIATIVE

modifier

+6

TOTAL

+2

MISC MODIFIER

+4

Encumbrance

Light

STR

Strength

10

BASE SCORE

+0

BASE MOD

10

ABILITY SCORE

+0

ABILITY MOD

TEMP SCORE

TEMP MOD

DEX

Dexterity

14

BASE SCORE

+2

BASE MOD

14

ABILITY SCORE

+2

ABILITY MOD

TEMP SCORE

TEMP MOD

CON

Constitution

12

BASE SCORE

+1

BASE MOD

14

ABILITY SCORE

+2

ABILITY MOD

TEMP SCORE

TEMP MOD

INT

Intelligence

10

BASE SCORE

+0

BASE MOD

10

ABILITY SCORE

+0

ABILITY MOD

TEMP SCORE

TEMP MOD

WIS

Wisdom

11

BASE SCORE

+0

BASE MOD

11

ABILITY SCORE

+0

ABILITY MOD

TEMP SCORE

TEMP MOD

CHA

Charisma

21

BASE SCORE

+5

BASE MOD

23

ABILITY SCORE

+6

ABILITY MOD

TEMP SCORE

TEMP MOD

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

FORTITUDE

(constitution)

+10

=

+4

+

+2

+

+2

+

+2

+

+0

+

REFLEX

(dexterity)

+8

=

+4

+

+2

+

+2

+

+0

+

+0

+

WILL

(wisdom)

+10

=

+8

+

+0

+

+2

+

+0

+

+0

+

MELEE

attack bonus

TOTAL

+6/+1

=

BASE ATTACK BONUS

+6/+1

+

STAT

+0

+

SIZE

+0

+

MISC

+0

+

EPIC

0

+

TEMP

RANGED

attack bonus

TOTAL

+8/+3

=

BASE ATTACK BONUS

+6/+1

+

STAT

+2

+

SIZE

+0

+

MISC

+0

+

EPIC

0

+

TEMP

CMB

attack bonus

TOTAL

+6/+1

=

BASE ATTACK BONUS

+6/+1

+

STAT

+0

+

SIZE

+0

+

MISC

+

EPIC

+

TEMP

CMB

GRAPPLE

+6/+1

TRIP

+6/+1

DISARM

+6/+1

SUNDER

+6/+1

BULL RUSH

+6

OVERRUN

+6

CMD

26

26

26

26

26

26

UNARMED

(nonlethal only)

TOTAL ATTACK BONUS

+6/+1

DAMAGE

1d3

CRITICAL

20/x2

REACH

5 ft.

Special Properties:

\*The Rod of Gripping Smoke

HAND

TYPE

SIZE

CRITICAL

REACH

Off-hand

B

M

20/x2

5 ft.

TOTAL ATTACK BONUS

+7

DAMAGE

1d6+1

Special Properties: One half of this rod is made of gray, semisolid fog, while the other half glows from within as if filled with flickering embers. A rod of gripping smoke acts as a +1 ghost touch light mace. Three times per day, as the wielder casts a spell that creates fog or smoke, it can make the effect particularly cloying, causing the area of the spell to count as difficult terrain. This ability can't modify fog or smoke spells that already specifically impede movement (like solid fog). Additionally, three times per day as a move action, the wielder of a rod of gripping smoke can point the rod at any single target within an area of fog, mist, smoke, or similar vapor within 60 feet (including the area of foglike spells such as cloudkill or incendiary cloud) and cause the vapor to tighten around that target. The wielder attempts a disarm, grapple, or steal combat maneuver at a +16 bonus against the target's CMD. This combat maneuver doesn't provoke an attack of opportunity. If the check to disarm succeeds, the disarmed weapon falls in a random square adjacent to the target. If the check to grapple succeeds, the target gains the grappled condition for 1 round. While grappled in this way, the victim can't move without first breaking the grapple (CMD 26). If the check to steal succeeds, the stolen item lands in a random square adjacent to the target. unless the target succeeds at a DC 20 Perception check at the time the item is stolen, it doesn't realize the item is missing until it either leaves the affected area or attempts to use or retrieve the item., deals damage normally against incorporeal creatures regardless of bonus

\*Claw

HAND

TYPE

SIZE

CRITICAL

REACH

Primary

BS

M

20/x2

5 ft.

TOTAL ATTACK BONUS

+6/+6

DAMAGE

1d6

ARMOR

TYPE

AC

MAXDEX

CHECK

SPELL FAILURE

\*Ring of Protection +2

+2

+0

0

\*: 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.

ABILITY NAME

BASE SCORE

BASE MOD

ABILITY SCORE

ABILITY MOD

TEMP SCORE

TEMP MOD

STR

Strength

10

+0

10

+0

DEX

Dexterity

14

+2

14

+2

CON

Constitution

12

+1

14

+2

INT

Intelligence

10

+0

10

+0

WIS

Wisdom

11

+0

11

+0

CHA

Charisma

21

+5

23

+6

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

FORTITUDE

(constitution)

+10

=

+4

+

+2

+

+2

+

+2

+

+0

+

REFLEX

(dexterity)

+8

=

+4

+

+2

+

+2

+

+0

+

+0

+

WILL

(wisdom)

+10

=

+8

+

+0

+

+2

+

+0

+

+0

+

MELEE

attack bonus

TOTAL

+6/+1

=

BASE ATTACK BONUS

+6/+1

+

STAT

+0

+

SIZE

+0

+

MISC

+0

+

EPIC

0

+

TEMP

RANGED

attack bonus

TOTAL

+8/+3

=

BASE ATTACK BONUS

+6/+1

+

STAT

+2

+

SIZE

+0

+

MISC

+0

+

EPIC

0

+

TEMP

CMB

attack bonus

TOTAL

+6/+1

=

BASE ATTACK BONUS

+6/+1

+

STAT

+0

+

SIZE

+0

+

MISC

+

EPIC

+

TEMP

CMB

GRAPPLE

+6/+1

TRIP

+6/+1

DISARM

+6/+1

SUNDER

+6/+1

BULL RUSH

+6

OVERRUN

+6

CMD

26

26

26

26

26

26

\*: 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

\*Ring of Protection +2

+2

+0

0

Character: Seraph  
Player: AF

Desna

Deity

Numeria

Region

Chaotic Neutral

Alignment

Human (Versatile Human) / Humanoid

RACE

Medium / 5 ft.

SIZE / FACE

4' 9" / 132 lbs.

HEIGHT / WEIGHT

Normal

VISION

16

AGE

Male

GENDER

Silver

EYES

Silver

HAIR

Points

HP

hit points

88

WOUNDS/CURRENT HP

AC

armor class

18

FLAT

16

TOUCH

14

BASE

10

ARMOR BONUS

0

SHIELD BONUS

0

STAT

2

SIZE

0

NATURAL ARMOR

4

DEFLECTION

2

DODGE

0

Morale

0

Insight

0

Sacred

0

Profane

0

MISC

0

INITIATIVE

modifier

+6

TOTAL

+2

MISC MODIFIER

+4

Encumbrance

Light

STR

Strength

10

BASE SCORE

+0

BASE MOD

10

ABILITY SCORE

+0

ABILITY MOD

TEMP SCORE

TEMP MOD

DEX

Dexterity

14

BASE SCORE

+2

BASE MOD

14

ABILITY SCORE

+2

ABILITY MOD

TEMP SCORE

TEMP MOD

CON

Constitution

12

BASE SCORE

+1

BASE MOD

14

ABILITY SCORE

+2

ABILITY MOD

TEMP SCORE

TEMP MOD

INT

Intelligence

10

BASE SCORE

+0

BASE MOD

10

ABILITY SCORE

+0

ABILITY MOD

TEMP SCORE

TEMP MOD

WIS

Wisdom

11

BASE SCORE

+0

BASE MOD

11

ABILITY SCORE

+0

ABILITY MOD

TEMP SCORE

TEMP MOD

CHA

Charisma

21

BASE SCORE

+5

BASE MOD

23

ABILITY SCORE

+6

ABILITY MOD

TEMP SCORE

TEMP MOD

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

FORTITUDE

(constitution)

+10

=

+4

+

+2

+

+2

+

+2

+

+0

+

REFLEX

(dexterity)

+8

=

+4

+

+2

+

+2

+

+0

+

+0

+

WILL

(wisdom)

+10

=

+8

+

+0

+

+2

+

+0

+

+0

+

TOTAL SKILLPOINTS: 24		MAX RANKS: 12/12				
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓ Acrobatics	DEX	2	=	2		
✓ Appraise	INT	0	=	0		
✓ Artistry (Choreography)	INT	0	=	0		
✓ Artistry (Criticism)	INT	0	=	0		
✓ Artistry (Literature, including Poetry)	INT	0	=	0		
✓ Artistry (Musical composition)	INT	0	=	0		
✓ Artistry (Philosophy)	INT	0	=	0		
✓ Artistry (Playwriting)	INT	0	=	0		
✓ Bluff	CHA	14	=	6 + 3 + 5		
✓ Climb	STR	0	=	0		
✓ Craft (Untrained)	INT	0	=	0		
✓ Diplomacy	CHA	10	=	6 + 1 + 3		
✓ Disguise	CHA	8	=	6 + 2		
✓ Escape Artist	DEX	2	=	2		
✓ Fly	DEX	6	=	2 + 1 + 3		
✓ Heal	WIS	1	=	0 + 1		
✓ Intimidate	CHA	10	=	6 + 1 + 3		
Knowledge (Arcana)	INT	13	=	0 + 10 + 3		
Knowledge (Nobility)	INT	3	=	0 + 3		
Lore (Outer Dragons)	INT	7	=	0 + 7		
✓ Perception	WIS	4	=	0 + 1 + 3		
Perform (Dance)	CHA	9	=	6 + 3		
Perform (Oratory)	CHA	15	=	6 + 9		
✓ Perform (Untrained)	CHA	6	=	6		
✓ Ride	DEX	2	=	2		
✓ Sense Motive	WIS	5	=	0 + 1 + 4		
Sleight of Hand	DEX	4	=	2 + 2		
Spellcraft	INT	6	=	0 + 3 + 3		
✓ Stealth	DEX	2	=	2		
✓ Survival	WIS	0	=	0		
✓ Swim	STR	0	=	0		
Use Magic Device	CHA	13	=	6 + 4 + 3		
			=	+ +		
			=	+ +		
✓: can be used untrained. X: exclusive skills. *: Skill Mastery.						

**Conditional Skill Modifiers:**  
Whenever you are wearing clothing and/or jewelry worth at least 150 gp, you gain a +1 trait bonus on Bluff, Diplomacy, and Intimidate checks

Breath Weapon

Uses per day

Breath Weapon (Su):You gain a breath weapon. This breath weapon deals 16d6 points of damage. Those caught in the area of the breath receive a Reflex save for half damage. The DC of this save is 24. The shape of the breath weapon is a You can use this ability once per day. [Paizo Inc. - Core Rulebook, p.75]

Claws

Rounds per Day

Claws (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 (1d4 if you are Small). These claws are considered magic weapons for the purpose of overcoming DR and deal an additional 1d6 points of damage on a successful hit. You can use your claws for 9 rounds per day. These rounds do not need to be consecutive. [Paizo Inc. - Core Rulebook, p.75]

Elemental Spit

Uses per Day

Elemental Spit (Su):You can fire an elemental ray of energy as a standard action, targeting any foe within 30 feet as a ranged touch attack. The ray deals 1d6 + 8 points of damage. You can use this ability 9 times per day. This bloodline power replaces claws. [Paizo Inc. - Ultimate Magic, p.71]

Character: Seraph  
Player: AF

PCGen Character Template by Andrew Maitland (LegacyKing) and Stefan Radermacher (Zaister), based on work by Frugal, ROG, Arcady, Barak, Dimrill, & Dekker.  
Created using PCGen v6.07.08 on 2018-09-22 at 13:37:03

Level:12 (CR:11)  
Page 1

Equipment				
Item	Location	Qty	WT / Cost	
Headband of Alluring Charisma +2	Equipped	1	1 / 4,000	
Ring of the Ram	Equipped	1	0 / 8,256	
□□□□□ □□□□□ □□□□□ □□□□□ □□□□□				
□□□□□ □□□□□ □□□□□ □□□□□ □□□□□				
The Rod of Gripping Smoke	Equipped	1	6 / 15,000	
One half of this rod is made of gray, semisolid fog, while the other half glows from within as if filled with flickering embers. A rod of gripping smoke acts as a +1 ghost touch light mace. Three times per day, as the wielder casts a spell that creates fog or smoke, it can make the effect particularly cloying, causing the area of the spell to count as difficult terrain. This ability can't modify fog or smoke spells that already specifically impede movement (like solid fog). Additionally, three times per day as a move action, the wielder of a rod of gripping smoke can point the rod at any single target within an area of fog, mist, smoke, or similar vapor within 60 feet (including the area of foglike spells such as cloudkill or incendiary cloud) and cause the vapor to tighten around that target. The wielder attempts a disarm, grapple, or steal combat maneuver at a +16 bonus against the target's CMD. This combat maneuver doesn't provoke an attack of opportunity. If the check to disarm succeeds, the disarmed weapon falls in a random square adjacent to the target. If the check to grapple succeeds, the target gains the grappled condition for 1 round. While grappled in this way, the victim can't move without first breaking the grapple (CMD 26). If the check to steal succeeds, the stolen item lands in a random square adjacent to the target. unless the target succeeds at a DC 20 Perception check at the time the item is stolen, it doesn't realize the item is missing until it either leaves the affected area or attempts to use or retrieve the item., deals damage normally against incorporeal creatures regardless of bonus				
Claw	Equipped	1	0 / 0	
Ring of Protection +2	Equipped	1	0 / 8,000	
Cloak of Resistance +2	Equipped	1	1 / 4,000	
Robe of Arcane Heritage	Equipped	1	1 / 16,000	
Belt Pouch	Equipped	1	NaN / 1	
Rod (Extend/Lesser)	Equipped	1	5 / 3,000	
3 times per day, doubles length of any spell(max level 3) but uses slot higher by 1				
□□□□				
Wands	Equipped	1	0 / 0	
(Pouch (Belt))0,56 lbs., 5 Wand (Infernal Healing/Sorcerer/1st), 1 Wand of Magic Missile, 1 Wand of Remove Curse, 1 Wand of Lightning Bolt, 1 Wand of Wind Wall, 1 Wand of Cure Moderate Wounds, 1 Wand of Gust of Wind, 1 Wand of Cure Light Wounds, 1 Wand of Ray of Enfeeblement, 1 Wand of Grease				
Wand (Infernal Healing/Sorcerer/1st)	Wands	5	0 (0) / 750 (3,750)	
□□□□□ □□□□□ □□□□□ □□□□□ □□□□□				
□□□□□ □□□□□ □□□□□ □□□□□ □□□□□				
Wand of Wind Wall	Wands	1	NaN / 11,250	
32 charges				
□□□□□ □□□□□ □□□□□ □□□□□ □□□□□				
□□□□□ □□□□□ □□□□□ □□□□□ □□□□□				
Wand of Cure Light Wounds	Wands	1	NaN / 750	
□□□□□ □□□□□ □□□□□ □□□□□ □□□□□				
□□□□□ □□□□□ □□□□□ □□□□□ □□□□□				
When laying your hand upon a living creature, you channel positive energy that cures 1d8+1/level, max 5 points of damage.				
Wand of Magic Missile	Wands	1	NaN / 735	
□□□□□ □□□□□ □□□□□ □□□□□ □□□□□				
□□□□□ □□□□□ □□□□□ □□□□□ □□□□□				
1 to 5 missiles that do 1d4+1 damage each.				
Wand of Ray of Enfeeblement	Wands	1	NaN / 750	
□□□□□ □□□□□ □□□□□ □□□□□ □□□□□				
□□□□□ □□□□□ □□□□□ □□□□□ □□□□□				
A coruscating ray springs from your hand, the subject takes a penalty to Strength equal to 1d6+1/two level, max +5.				
Wand of Grease	Wands	1	NaN / 750	
□□□□□ □□□□□ □□□□□ □□□□□ □□□□□				
□□□□□ □□□□□ □□□□□ □□□□□ □□□□□				
A grease spell covers a solid surface with a layer of slippery grease.				
Medicine	Equipped	1	0 / 0	
(Pouch (Belt))5 lbs., 1 Trauma Pack Plus, 1 Medlance, 1 Soothe, 2 Potion of Cure Moderate Wounds, 3 Potion of Cure Light Wounds, 1 Torpinal				
Wand of Cure Moderate Wounds	Wands	1	NaN / 540	
□□□□□ □				
When laying your hand upon a living creature, you channel positive energy that cures 2d8+level [max 10] points of damage.				
Trauma Pack Plus	Medicine	1	5 / 11,250	
Capacity: 5, Usage: 1 charge (disposable)				
Medlance	Medicine	1	0 / 500	
Capacity: 10 uses, Usage: disposable				
Soothe	Medicine	1	0 / 200	
□				
Contact; Addition minor; EFFECTS 1 minute; DAMAGE: 1d2 Wisdom Damage; FORTITUDE DC 12;				
Wand of Remove Curse	Wands	1	NaN / 2,025	
□□□□□ □□□□				
Potion of Cure Moderate Wounds	Medicine	2	0 (0) / 300 (600)	
□□				
Cures 2d8+3 points of damage				
Potion of Cure Light Wounds	Medicine	3	0 (0) / 50 (150)	
□□□				
Cures 1d8+1 points of damage				
Torpinal	Medicine	1	0 / 300	
Scroll (Resurrection)	Equipped	1	NaN / 12,275	
□				
Backpack, Masterwork	Equipped	1	4 / 50	
Wayfinder	Equipped	1	1 / 500	
light at will, +2 competence to Survival (avoid becoming lost), can contain an ioun stone				
Ioun Stone, Pink Rhomboid	Equipped	1	0 / 8,000	
+2 CON				
TOTAL WEIGHT CARRIED/VALUE		32,07 lbs.	116,027gp	

EQUIPMENT			
ITEM	LOCATION	QTY	WT / COST
Jarka	Carried	3	0 (0) / 0 (0)
Jarki z robakami ☐☐☐ (Money (Jar))			
Outfit (Cold-Weather)	Carried	1	7 / 0
+5 circumstance bonus on Fortitude saves vs cold weather			
Ron (Horse (Heavy))		1	1,000 / 200
<b>Wand of Gust of Wind</b>	Wands	1	NaN / 1,620
☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐			
<b>Wand of Lightning Bolt</b>	Wands	1	NaN / 1,575
☐☐☐☐☐ ☐☐			
TOTAL WEIGHT CARRIED/VALUE	32,07 lbs.	116,027gp	

WEIGHT ALLOWANCE					
Light	38	Medium	76	Heavy	115
Lift over head	115	Lift off ground	230	Push / Drag	575

**MONEY**  
Total= 0 gp [Unspent Funds = 13,680 gp]

MAGIC

Languages
Common, Draconic

Other Companions

Traits	
--------	--

Extremely Fashionable (Diplomacy)	[Paizo Inc. - Adventurer's Armory, p.332]
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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. - Pathfinder] Player Companion: 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. - Advanced Player's Guide, p.330]
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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 Rulebook, p.75]
--------------------	------------------------------------

You gain a breath weapon. This breath weapon deals 16d6 points of damage. Those caught in the area of the breath receive a Reflex save for half damage. The DC of this save is 24. The shape of the breath weapon is a You can use this ability once per day.

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. Each of these attacks deals 1d6 points of damage plus your Strength modifier (1d4 if you are Small). These claws are considered magic weapons for the purpose of overcoming DR and deal an additional 1d6 points of damage on a successful hit. You can use your claws for 9 rounds per day. These rounds do not need to be consecutive.

Elemental Spit (Su)	[Paizo Inc. - Ultimate Magic, p.71]
---------------------	-------------------------------------

You can fire an elemental ray of energy as a standard action, targeting any foe within 30 feet as a ranged touch attack. The ray deals 1d6 + 8 points of damage. You can use this ability 9 times per day. This bloodline power replaces claws.

Special Qualities	
<b>Bloodline Arcana</b>	[Paizo Inc. - Core Rulebook, p.75]
Whenever you cast a spell with the descriptor, that spell deals +1 point of damage per die rolled.	
<b>Bonus Sorcerer Spell (10x)</b>	[Paizo Inc. - Advanced Race 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.	
<b>Cantrips</b>	[Paizo Inc. - Core Rulebook, p.71]
Sorcerers learn a number of cantrips, or 0-level spells. These spells are cast like any other spell, but they do not consume any slots and may be used again.	
<b>Draconic Bloodline (Lunar)</b>	[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.	
<b>Dragon Resistances (Ex)</b>	[Paizo Inc. - Core Rulebook, p.75]
You gain resist 10 against and a +4 natural armor bonus.	
<b>Dual Talent</b>	[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.	
<b>Spells</b>	[Paizo Inc. - Core Rulebook, p.70]
A sorcerer casts arcane spells drawn primarily from the sorcerer/wizard spell list. She can cast any spell she knows without preparing it ahead of time. To learn or cast a spell, a sorcerer must have a Charisma score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a sorcerer's spell is 16 + the spell level.	
<b>Versatile Human</b>	[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.	
<b>Weapon and Armor Proficiency</b>	[Paizo Inc. - Core Rulebook, p.70]
Sorcerers are proficient with all simple weapons. They are not proficient with any type of armor or shield. Armor interferes with a sorcerer's gestures, which can cause her spells with somatic components to fail.	

Feats	
<b>Additional Traits</b>	[Paizo Inc. - Advanced Player's Guide, p.150]
You have more traits than normal	
<b>Combat Casting</b>	[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.	
<b>Deceitful</b>	[Paizo Inc. - Core Rulebook, p.121]
You are skilled at deceiving others, both with the spoken word and with physical disguises.	
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.	
<b>Defensive Combat Training</b>	[Paizo Inc. - Core Rulebook, p.121]
You excel at defending yourself from all manner of combat maneuvers.	
You treat your total Hit Dice as your base attack bonus when calculating your Combat Maneuver Defense (see Chapter 8).	
<b>Great Fortitude</b>	[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.	
<b>Improved Initiative</b>	[Paizo Inc. - Core Rulebook, p.127]
Your quick reflexes allow you to react quickly to danger.	
You get a +4 bonus on initiative checks.	
<b>Eschew Materials</b>	[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.	
<b>Toughness</b>	[Paizo Inc. - Core Rulebook, p.135]
You have enhanced physical stamina.	

You gain +12 hit points.
Proficiencies
Temporary Bonus
Ability Damaged (Wisdom)

Wayfinder Spell-like Abilities

Name	School	Time	Duration	Range	Source
At Will <b>Light</b>	Evocation [Light, WoodSchool]	1 standard action	50 minutes	Touch	CR:p.304
<b>[V, M/DF] TARGET:</b> Object touched; <b>EFFECT:</b> This spell causes a touched object to glow like a torch, shedding normal light in a 20-foot radius, and increasing the light level for an additional 20 feet by one step, up to normal light [darkness becomes dim light, and dim light becomes normal light]. In an area of normal or bright light, this spell has no effect. The effect is immobile, but it can be cast on a movable object. You can only have one light spell active at any one time. If you cast this spell while another casting is still in effect, the previous casting is dispelled. If you make this spell permanent [through permanency or a similar effect], it does not count against this limit. Light can be used to counter or dispel any darkness spell of equal or lower spell level. <b>[SR:No]</b>					
* =Domain/Specialty Spell					

Sorcerer Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
KNOWN	10	8	8	7	6	4	1	—	—	—
PER DAY	at will	8	8	7	7	6	4	—	—	—
Concentration	+18									

LEVEL 0 / Per Day:0 / Caster Level:12

Name	School	Time	Duration	Range	Source
▯▯▯▯▯ <b>Arcane Mark</b>	Universal	1 standard action	Permanent	Touch	CR:p.244
<b>[V, S] TARGET:</b> One personal rune or mark, all of which must fit within 1 sq. ft.; <b>EFFECT:</b> This spell allows you to inscribe your personal rune or mark, which can consist of no more than six characters. The writing can be visible or invisible. An arcane mark spell enables you to etch the rune upon any substance without harm to the material upon which it is placed. If an invisible mark is made, a detect magic spell causes it to glow and be visible, though not necessarily understandable. See invisibility, true seeing, a gem of seeing, or a robe of eyes likewise allows the user to see an invisible arcane mark. A read magic spell reveals the words, if any. The mark cannot be dispelled, but it can be removed by the caster or by an erase spell. If an arcane mark is placed on a living being, the effect gradually fades in about a month. Arcane mark must be cast on an object prior to casting instant summons on the same object [see that spell description for details]. <b>[SR:No]</b>					
▯▯▯▯▯ <b>Detect Magic</b>	Divination	1 standard action	Concentration, up to 12 minutes [D]	60 ft.	CR:p.267
<b>[V, S] TARGET:</b> Cone-shaped emanation; <b>EFFECT:</b> You detect magical auras. The amount of information revealed depends on how long you study a particular area or subject. 1st Round: Presence or absence of magical auras. 2nd Round: Number of different magical auras and the power of the most potent aura. 3rd Round: The strength and location of each aura. If the items or creatures bearing the auras are in line of sight, you can make Knowledge [arcana] skill checks to determine the school of magic involved in each. Make one check per aura: DC 15 + spell level, or 15 + 1/2 caster level for a nonspell effect. If the aura emanates from a magic item, you can attempt to identify its properties [see Spellcraft]. Magical areas, multiple types of magic, or strong local magical emanations may distort or conceal weaker auras. Aura Strength: An aura's power depends on a spell's functioning spell level or an item's caster level; see the accompanying table. If an aura falls into more than one category, detect magic indicates the stronger of the two. Lingering Aura: A magical aura lingers after its original source dissipates [in the case of a spell] or is destroyed [in the case of a magic item]. If detect magic is cast and directed at such a location, the spell indicates an aura strength of dim [even weaker than a faint aura]. How long the aura lingers at this dim level depends on its original power: Original Strength   Duration of Lingering Aura Faint   1d6 rounds Moderate   1d6 minutes Strong   1d6 x 10 minutes Overwhelming   1d6 days Outsiders and elementals are not magical in themselves, but if they are summoned, the conjuration spell registers. Each round, you can turn to detect magic in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it. Detect magic can be made permanent with a permanency spell. <b>[SR:No]</b>					
▯▯▯▯▯ <b>Ghost Sound</b>	Illusion (Figment)	1 standard action	12 rounds [D]	Close (55 ft.)	CR:p.289
<b>[V, S, M] TARGET:</b> Illusory sounds; <b>EFFECT:</b> Ghost sound allows you to create a volume of sound that rises, recedes, approaches, or remains at a fixed place. You choose what type of sound ghost sound creates when casting it and cannot thereafter change the sound's basic character. The volume of sound created depends on your level. You can produce as much noise as four normal humans per caster level [maximum 40 humans]. Thus, talking, singing, shouting, walking, marching, or running sounds can be created. The noise a ghost sound spell produces can be virtually any type of sound within the volume limit. A horde of rats running and squeaking is about the same volume as eight humans running and shouting. A roaring lion is equal to the noise from 16 humans, while a roaring dragon is equal to the noise from 32 humans. Anyone who hears a ghost sound receives a Will save to disbelieve. Ghost sound can enhance the effectiveness of a silent image spell. Ghost sound can be made permanent with a permanency spell. <b>[SR:No; DC:16, Will disbelief]</b>					
▯▯▯▯▯ <b>Light</b>	Evocation [Light, WoodSchool]	1 standard action	120 minutes	Touch	CR:p.304
<b>[V, M/DF] TARGET:</b> Object touched; <b>EFFECT:</b> This spell causes a touched object to glow like a torch, shedding normal light in a 20-foot radius, and increasing the light level for an additional 20 feet by one step, up to normal light [darkness becomes dim light, and dim light becomes normal light]. In an area of normal or bright light, this spell has no effect. The effect is immobile, but it can be cast on a movable object. You can only have one light spell active at any one time. If you cast this spell while another casting is still in effect, the previous casting is dispelled. If you make this spell permanent [through permanency or a similar effect], it does not count against this limit. Light can be used to counter or dispel any darkness spell of equal or lower spell level. <b>[SR:No]</b>					
▯▯▯▯▯ <b>Mage Hand</b>	Transmutation	1 standard action	Concentration	Close (55 ft.)	CR:p.306
<b>[V, S] TARGET:</b> One nonmagical, unattended object weighing up to 5 lbs.; <b>EFFECT:</b> You point your finger at an object and can lift it and move it at will from a distance. As a move action, you can propel the object as far as 15 feet in any direction, though the spell ends if the distance between you and the object ever exceeds the spell's range. <b>[SR:No]</b>					
▯▯▯▯▯ <b>Mending</b>	Transmutation [MetalSchool]	10 minutes	Instantaneous	10 ft.	CR:p.312
<b>[V, S] TARGET:</b> One object of up to 12 lb.; <b>EFFECT:</b> This spell repairs damaged objects, restoring 1d4 hit points to the object. If the object has the broken condition, this condition is removed if the object is restored to at least half its original hit points. All of the pieces of an object must be present for this spell to function. Magic items can be repaired by this spell, but you must have a caster level equal to or higher than that of the object. Magic items that are destroyed [at 0 hit points or less] can be repaired with this spell, but this spell does not restore their magic abilities. This spell does not affect creatures [including constructs]. This spell has no effect on objects that have been warped or otherwise transmuted, but it can still repair damage done to such items. <b>[SR:Yes (harmless, object); DC:16, Will negates (harmless, object)]</b>					
▯▯▯▯▯ <b>Message</b>	Transmutation, AirSchool [Language-Deper]	1 standard action	120 minutes	Medium (220 ft.)	CR:p.313
<b>[V, S, F] TARGET:</b> 12 creatures; <b>EFFECT:</b> You can whisper messages and receive whispered replies. Those nearby can hear these messages with a DC 25 Perception check. You point your finger at each creature you want to receive the message. When you whisper, the whispered message is audible to all targeted creatures within range. Magical silence, 1 foot of stone, 1 inch of common metal [or a thin sheet of lead], or 3 feet of wood or dirt blocks the spell. The message does not have to travel in a straight line. It can circumvent a barrier if there is an open path between you and the subject, and the path's entire length lies within the spell's range. The creatures that receive the message can whisper a reply that you hear. The spell transmits sound, not meaning; it doesn't transcend language barriers. To speak a message, you must mouth the words and whisper. <b>[SR:No]</b>					
▯▯▯▯▯ <b>Prestidigitation</b>	Universal	1 standard action	1 hour	10 ft.	CR:p.325
<b>[V, S] TARGET:</b> See text; <b>EFFECT:</b> Prestidigitations are minor tricks that novice spellcasters use for practice. Once cast, a prestidigitation spell enables you to perform simple magical effects for 1 hour. The effects are minor and have severe limitations. A prestidigitation can slowly lift 1 pound of material. It can color, clean, or soil items in a 1-foot cube each round. It can chill, warm, or flavor 1 pound of nonliving material. It cannot deal damage or affect the concentration of spellcasters. Prestidigitation can create small objects, but they look crude and artificial. The materials created by a prestidigitation spell are extremely fragile, and they cannot be used as tools, weapons, or spell components. Finally, prestidigitation lacks the power to duplicate any other spell effects. Any actual change to an object [beyond just moving, cleaning, or soiling it] persists only 1 hour. <b>[SR:No; DC:16, See text]</b>					
▯▯▯▯▯ <b>Ray of Frost</b>	Evocation, WaterSchool [Cold]	1 standard action	Instantaneous	Close (55 ft.)	CR:p.330
<b>[V, S] TARGET:</b> Ray; <b>EFFECT:</b> A ray of freezing air and ice projects from your pointing finger. You must succeed on a ranged touch attack with the ray to deal damage to a target. The ray deals 1d3 points of cold damage. <b>[SR:Yes]</b>					
▯▯▯▯▯ <b>Resistance</b>	Abjuration	1 standard action	1 minute	Touch	CR:p.334
<b>[V, S, M/DF] TARGET:</b> Creature touched; <b>EFFECT:</b> You imbue the subject with magical energy that protects it from harm, granting it a +1 resistance bonus on saves. Resistance can be made permanent with a permanency spell. <b>[SR:Yes (harmless); DC:16, Will negates (harmless)]</b>					

LEVEL 1 / Per Day:8 / Caster Level:12

Name	School	Time	Duration	Range	Source
▯▯▯▯▯ <b>Enlarge Person</b>	Transmutation	1 round	12 minutes [D]	Close (55 ft.)	CR:p.277
<b>[V, S, M] TARGET:</b> One humanoid creature; <b>EFFECT:</b> This spell causes instant growth of a humanoid creature, doubling its height and multiplying its weight by 8. This increase changes the creature's size category to the next larger one. The target gains a +2 size bonus to Strength, a -2 size penalty to Dexterity [to a minimum of 1], and a -1 penalty on attack rolls and AC due to its increased size. A humanoid creature whose size increases to Large has a space of 10 feet and a natural reach of 10 feet. This spell does not change the target's speed. If insufficient room is available for the desired growth, the creature attains the maximum possible size and may make a Strength check [using its increased Strength] to burst any enclosures in the process. If it fails, it is constrained without harm by the materials enclosing it-the spell cannot be used to crush a creature by increasing its size. All equipment worn or carried by a creature is similarly enlarged by the spell. Melee weapons affected by this spell deal more damage [see Table: Tiny and Large Weapon Damage]. Other magical properties are not affected by this spell. Any enlarged item that leaves an enlarged creature's possession [including a projectile or thrown weapon] instantly returns to its normal size. This means that thrown and projectile weapons deal their normal damage. Magical properties of enlarged items are not increased by this spell. Multiple magical effects that increase size do not stack. Enlarge person counters and dispels reduce person. Enlarge person can be made permanent with a permanency spell. <b>[SR:Yes; DC:17, Fortitude negates]</b>					
▯▯▯▯▯ <b>Mage Armor</b>	Conjuration (Creation) [Force]	1 standard action	12 hours [D]	Touch	CR:p.306
<b>[V, S, F] TARGET:</b> Creature touched; <b>EFFECT:</b> An invisible but tangible field of force surrounds the subject of a mage armor spell, providing a +4 armor bonus to AC. Unlike mundane armor, mage armor entails no armor check penalty, arcane spell failure chance, or speed reduction. Since mage armor is made of force, incorporeal creatures can't bypass it the way they do normal armor. <b>[SR:No; DC:17, Will negates (harmless)]</b>					
▯▯▯▯▯ <b>Magic Missile</b>	Evocation [Force]	1 standard action	Instantaneous	Medium (220 ft.)	CR:p.309
<b>[V, S] TARGET:</b> Up to five creatures, no two of which can be more than 15 ft. apart; <b>EFFECT:</b> A missile of magical energy darts forth from your fingertip and strikes its target, dealing 1d4+1 points of force damage. The missile strikes unerringly, even if the target is in melee combat, so long as it has less than total cover or total concealment. Specific parts of a creature can't be singled out. Objects are not damaged by the spell. For every two caster levels beyond 1st, you gain an additional missile-two at 3rd level, three at 5th, four at 7th, and the maximum of five missiles at 9th level or higher. If you shoot multiple missiles, you can have them strike a single creature or several creatures. A single missile can strike only one creature. You must designate targets before you check for spell resistance or roll damage. <b>[SR:Yes]</b>					
▯▯▯▯▯ <b>Ray of Enfeeblement</b>	Necromancy	1 standard action	12 rounds	Close (55 ft.)	CR:p.329
<b>[V, S] TARGET:</b> Ray; <b>EFFECT:</b> A coruscating ray springs from your hand. You must succeed on a ranged touch attack to strike a target. The subject takes a penalty to Strength equal to 1d6+1 per two caster levels [maximum 1d6+5]. The subject's Strength score cannot drop below 1. A successful Fortitude save reduces this penalty by half. This penalty does not stack with itself. Apply the highest penalty instead. <b>[SR:Yes; DC:17, Fortitude half]</b>					
▯▯▯▯▯ <b>Shield</b>	Abjuration [Force]	1 standard action	12 minutes [D]	Personal	CR:p.342
<b>[V, S] TARGET:</b> You; <b>EFFECT:</b> Shield creates an invisible shield of force that hovers in front of you. It negates magic missile attacks directed at you. The disk also provides a +4 shield bonus to AC. This bonus applies against incorporeal touch attacks, since it is a force effect. The shield has no armor check penalty or arcane spell failure chance.					
▯▯▯▯▯ <b>Sleep</b>	Enchantment (Compulsion) [Mind-Affecting]	1 round	12 minutes	Medium (220 ft.)	CR:p.344
<b>[V, S, M] TARGET:</b> One or more living creatures within a 10-ft.-radius burst; <b>EFFECT:</b> A sleep spell causes a magical slumber to come upon 4 HD of creatures. Creatures with the fewest HD are affected first. Among creatures with equal HD, those who are closest to the spell's point of origin are affected first. HD that are not sufficient to affect a creature are wasted. Sleeping creatures are helpless. Slapping or wounding awakens an affected creature, but normal noise does not. Awakening a creature is a standard action [an application of the aid another action]. Sleep does not target unconscious creatures, constructs, or undead creatures. <b>[SR:Yes; DC:17, Will negates]</b>					
▯▯▯▯▯ <b>Snowball</b>	Conjuration (Creation) [Cold,Water]	1 standard action	Instantaneous	Close (55 ft.)	POTN:p.26
<b>[V,S] TARGET:</b> One ball of ice and snow; <b>EFFECT:</b> You conjure a ball of packed ice and snow that you can throw at a single target as a ranged touch attack. The snowball deals 5d6 points of cold damage on a successful hit, and the target must make a successful Fortitude saving throw or be staggered for 1 round. <b>[SR:No; DC:17, Fortitude partial]</b>					
▯▯▯▯▯ <b>Vanish</b>	Illusion (Glamer)	1 standard action	5 rounds [D]	Touch	APG:p.253
<b>[V, S] TARGET:</b> creature touched; <b>EFFECT:</b> This spell functions like invisibility, except the effect only lasts for 1 round per caster level [maximum of 5 rounds]. Like invisibility, the spell immediately ends if the subject attacks any creature. <b>[SR:Yes (harmless); DC:17, Will negates (harmless)]</b>					
* =Domain/Specialty Spell					



## Sorcerer Spells

### LEVEL 2 / Per Day:8 / Caster Level:12

Name	School	Time	Duration	Range	Source
■■■■■ <b>Bull's Strength</b>	Transmutation	1 standard action	12 minutes	Touch	CR:p.251
<b>[V, S, M/DF] TARGET:</b> Creature touched; <b>EFFECT:</b> The subject becomes stronger. The spell grants a +4 enhancement bonus to Strength, adding the usual benefits to melee attack rolls, melee damage rolls, and other uses of the Strength modifier. <b>[SR:</b> Yes (harmless); <b>DC:</b> 18, Will negates (harmless)]					
■■■■■ <b>Cat's Grace</b>	Transmutation [WoodSchool]	1 standard action	12 minutes	Touch	CR:p.252
<b>[V, S, M] TARGET:</b> Creature touched; <b>EFFECT:</b> The transmuted creature becomes more graceful, agile, and coordinated. The spell grants a +4 enhancement bonus to Dexterity, adding the usual benefits to AC, Reflex saves, and other uses of the Dexterity modifier. <b>[SR:</b> Yes; <b>DC:</b> 18, Will negates (harmless)]					
■■■■■ <b>Glitterdust</b>	Conjuration, EarthSchool (Creation) [Metal!]	1 standard action	12 rounds	Medium (220 ft.)	CR:p.290
<b>[V, S, M (ground mica)] TARGET:</b> Creatures and objects within 10-ft.-radius spread; <b>EFFECT:</b> A cloud of golden particles covers everyone and everything in the area, causing creatures to become blinded and visibly outlining invisible things for the duration of the spell. All within the area are covered by the dust, which cannot be removed and continues to sparkle until it fades. Each round at the end of their turn blinded creatures may attempt new saving throws to end the blindness effect. Any creature covered by the dust takes a -40 penalty on Stealth checks. <b>[SR:</b> No; <b>DC:</b> 18, Will negates (blinding only)]					
■■■■■ <b>Hideous Laughter</b>	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	12 rounds	Close (55 ft.)	CR:p.296
<b>[V, S, M] TARGET:</b> One creature; see text; <b>EFFECT:</b> This spell afflicts the subject with uncontrollable laughter. It collapses into gales of manic laughter, falling prone. The subject can take no actions while laughing, but is not considered helpless. After the spell ends, it can act normally. On the creature's next turn, it may attempt a new saving throw to end the effect. This is a full round action that does not provoke attacks of opportunity. If this save is successful, the effect ends. If not, the creature continues laughing for the entire duration. A creature with an Intelligence score of 2 or lower is not affected. A creature whose type is different from the caster's receives a +4 bonus on its saving throw, because humor doesn't "translate" well. <b>[SR:</b> Yes; <b>DC:</b> 18, Will negates]					
■■■■■ <b>Invisibility</b>	Illusion (Glamer)	1 standard action	12 minutes [D]	Personal or touch	CR:p.301
<b>[V, S, M/DF] TARGET:</b> You or a creature or object weighing no more than 1200 lbs.; <b>EFFECT:</b> The creature or object touched becomes invisible. If the recipient is a creature carrying gear, that vanishes, too. If you cast the spell on someone else, neither you nor your allies can see the subject, unless you can normally see invisible things or you employ magic to do so. Items dropped or put down by an invisible creature become visible; items picked up disappear if tucked into the clothing or pouches worn by the creature. Light, however, never becomes invisible, although a source of light can become so [thus, the effect is that of a light with no visible source]. Any part of an item that the subject carries but that extends more than 10 feet from it becomes visible. Of course, the subject is not magically silenced, and certain other conditions can render the recipient detectable [such as swimming in water or stepping in a puddle]. If a check is required, a stationary invisible creature has a +40 bonus on its Stealth checks. This bonus is reduced to +20 if the creature is moving. The spell ends if the subject attacks any creature. For purposes of this spell, an attack includes any spell targeting a foe or whose area or effect includes a foe. Exactly who is a foe depends on the invisible character's perceptions. Actions directed at unattended objects do not break the spell. Causing harm indirectly is not an attack. Thus, an invisible being can open doors, talk, eat, climb stairs, summon monsters and have them attack, cut the ropes holding a rope bridge while enemies are on the bridge, remotely trigger traps, open a portcullis to release attack dogs, and so forth. If the subject attacks directly, however, it immediately becomes visible along with all its gear. Spells such as bless that specifically affect allies but not foes are not attacks for this purpose, even when they include foes in their area. Invisibility can be made permanent [on objects only] with a permanency spell. <b>[SR:</b> Yes (harmless) or yes (harmless, object); <b>DC:</b> 18, Will negates (harmless) or Will negates (harmless, object)]					
■■■■■ <b>Mirror Image</b>	Illusion (Figment)	1 standard action	12 minutes	Personal	CR:p.314
<b>[V, S] TARGET:</b> You; <b>EFFECT:</b> This spell creates a number of illusory doubles of you that inhabit your square. These doubles make it difficult for enemies to precisely locate and attack you. When mirror image is cast, 1d4 images plus one image per three caster levels [maximum eight images total] are created. These images remain in your space and move with you, mimicking your movements, sounds, and actions exactly. Whenever you are attacked or are the target of a spell that requires an attack roll, there is a possibility that the attack targets one of your images instead. If the attack is a hit, roll randomly to see whether the selected target is real or a figment. If it is a figment, the figment is destroyed. If the attack misses by 5 or less, one of your figments is destroyed by the near miss. Area spells affect you normally and do not destroy any of your figments. Spells and effects that do not require an attack roll affect you normally and do not destroy any of your figments. Spells that require a touch attack are harmlessly discharged if used to destroy a figment. An attacker must be able to see the figments to be fooled. If you are invisible or the attacker is blind, the spell has no effect [although the normal miss chances still apply].					
■■■■■ <b>Resist Energy</b>	Abjuration, AirSchool, EarthSchool, FireSchool	1 standard action	120 minutes	Touch	CR:p.334
<b>[V, S, DF] TARGET:</b> Creature touched; <b>EFFECT:</b> This abjuration grants a creature limited protection from damage of whichever one of five energy types you select: acid, cold, electricity, fire, or sonic. The subject gains resist energy 10 against the energy type chosen, meaning that each time the creature is subjected to such damage [whether from a natural or magical source], that damage is reduced by 10 points before being applied to the creature's hit points. The value of the energy resistance granted increases to 20 points at 7th level and to a maximum of 30 points at 11th level. The spell protects the recipient's equipment as well. Resist energy absorbs only damage. The subject could still suffer unfortunate side effects. Resist energy overlaps [and does not stack with] protection from energy. If a character is ward by protection from energy and resist energy, the protection spell absorbs damage until its power is exhausted. <b>[SR:</b> Yes (harmless); <b>DC:</b> 18, Fortitude negates (harmless)]					
■■■■■ <b>Web</b>	Conjuration (Creation) [WoodSchool]	1 standard action	120 minutes [D]	Medium (220 ft.)	CR:p.368
<b>[V, S, M] TARGET:</b> Webs in a 20-ft.-radius spread; <b>EFFECT:</b> Web creates a many-layered mass of strong, sticky strands. These strands trap those caught in them. The strands are similar to spiderwebs but far larger and tougher. These masses must be anchored to two or more solid and diametrically opposed points or else the web collapses upon itself and disappears. Creatures caught within a web become grappled by the sticky fibers. Attacking a creature in a web doesn't cause you to become grappled. Anyone in the effect's area when the spell is cast must make a Reflex save. If this save succeeds, the creature is inside the web but is otherwise unaffected. If the save fails, the creature gains the grappled condition, but can break free by making a combat maneuver check or Escape Artist check as a standard action against the DC of this spell. The entire area of the web is considered difficult terrain. Anyone moving through the webs must make a combat maneuver check or Escape Artist check as part of their move action, with a DC equal to the spell's DC. Creatures that fail lose their movement and become grappled in the first square of webbing that they enter. If you have at least 5 feet of web between you and an opponent, it provides cover. If you have at least 20 feet of web between you, it provides total cover. The strands of a web spell are flammable. A flaming weapon can slash them away as easily as a hand brushes away cobwebs. Any fire can set the webs alight and burn away one 5-foot square in 1 round. All creatures within flaming webs take 2d4 points of fire damage from the flames. Web can be made permanent with a permanency spell. A permanent web that is damaged [but not destroyed] regrows in 10 minutes. <b>[SR:</b> No; <b>DC:</b> 18, Reflex negates; see text]					

### LEVEL 3 / Per Day:7 / Caster Level:12

Name	School	Time	Duration	Range	Source
■■■■■ <b>Dispel Magic</b>	Abjuration	1 standard action	Instantaneous	Medium (220 ft.)	CR:p.272
<b>[V, S] TARGET:</b> One spellcaster, creature, or object; <b>EFFECT:</b> You can use dispel magic to end one ongoing spell that has been cast on a creature or object, to temporarily suppress the magical abilities of a magic item, or to counter another spellcaster's spell. A dispelled spell ends as if its duration had expired. Some spells, as detailed in their descriptions, can't be defeated by dispel magic. Dispel magic can dispel [but not counter] spell-like effects just as it does spells. The effect of a spell with an instantaneous duration can't be dispelled, because the magical effect is already over before the dispel magic can take effect. You choose to use dispel magic in one of two ways: a targeted dispel or a counterspell. Targeted Dispel: One object, creature, or spell is the target of the dispel magic spell. You make one dispel check [1d20 + your caster level] and compare that to the spell with highest caster level [DC = 11 + the spell's caster level]. If successful, that spell ends. If not, compare the same result to the spell with the next highest caster level. Repeat this process until you have dispelled one spell affecting the target, or you have failed to dispel every spell. For example, a 7th-level caster casts dispel magic, targeting a creature affected by stoneskin [caster level 12th] and fly [caster level 6th]. The caster level check results in a 19. This check is not high enough to end the stoneskin [which would have required a 23 or higher], but it is high enough to end the fly [which only required a 17]. Had the dispel check resulted in a 23 or higher, the stoneskin would have been dispelled, leaving the fly intact. Had the dispel check been a 16 or less, no spells would have been affected. You can also use a targeted dispel to specifically end one spell affecting the target or one spell affecting an area [such as a wall of fire]. You must name the specific spell effect to be targeted in this way. If your caster level check is equal to or higher than the DC of that spell, it ends. No other spells or effects on the target are dispelled if your check is not high enough to end the targeted effect. If you target an object or creature that is the effect of an ongoing spell [such as a monster summoned by summon monster], you make a dispel check to end the spell that conjured the object or creature. If the object that you target is a magic item, you make a dispel check against the item's caster level [DC = 11 + the item's caster level]. If you succeed, all the item's magical properties are suppressed for 1d4 rounds, after which the item recovers its magical properties. A suppressed item becomes nonmagical for the duration of the effect. An interdimensional opening [such as a bag of holding] is temporarily closed. A magic item's physical properties are unchanged: A suppressed magic sword is still a sword [a masterwork sword, in fact]. Artifacts and deities are unaffected by mortal magic such as this. You automatically succeed on your dispel check against any spell that you cast yourself. Counterspell: When dispel magic is used in this way, the spell targets a spellcaster and is cast as a counterspell. Unlike a true counterspell, however, dispel magic may not work; you must make a dispel check to counter the other spellcaster's spell. <b>[SR:</b> No]					
■■■■■ <b>Displacement</b>	Illusion (Glamer)	1 standard action	12 rounds [D]	Touch	CR:p.273
<b>[V, M] TARGET:</b> Creature touched; <b>EFFECT:</b> The subject of this spell appears to be about 2 feet away from its true location. The creature benefits from a 50% miss chance as if it had total concealment. Unlike actual total concealment, displacement does not prevent enemies from targeting the creature normally. True seeing reveals its true location and negates the miss chance. <b>[SR:</b> Yes (harmless); <b>DC:</b> 19, Will negates (harmless)]					
■■■■■ <b>Fireball</b>	Evocation, FireSchool [Fire]	1 standard action	Instantaneous	Long (880 ft.)	CR:p.283
<b>[V, S, M] TARGET:</b> 20-ft.-radius spread; <b>EFFECT:</b> A fireball spell generates a searing explosion of flame that detonates with a low roar and deals 1d6 points of fire damage per caster level [maximum 10d6] to every creature within the area. Unattended objects also take this damage. The explosion creates almost no pressure. You point your finger and determine the range [distance and height] at which the fireball is to burst. A glowing, pea-sized bead streaks from the pointing digit and, unless it impacts upon a material body or solid barrier prior to attaining the prescribed range, blossoms into the fireball at that point. An early impact results in an early detonation. If you attempt to send the bead through a narrow passage, such as through an arrow slit, you must "hit" the opening with a ranged touch attack, or else the bead strikes the barrier and detonates prematurely. The fireball sets fire to combustibles and damages objects in the area. It can melt metals with low melting points, such as lead, gold, copper, silver, and bronze. If the damage caused to an interposing barrier shatters or breaks through it, the fireball may continue beyond the barrier if the area permits; otherwise it stops at the barrier just as any other spell effect does. <b>[SR:</b> Yes; <b>DC:</b> 19, Reflex half]					
■■■■■ <b>Fly</b>	Transmutation, AirSchool	1 standard action	12 minutes	Touch	CR:p.284
<b>[V, S, F] TARGET:</b> Creature touched; <b>EFFECT:</b> 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]. It can ascend at half speed and descend at double speed, and its maneuverability is good. Using a fly spell requires only as much concentration as walking, so the subject can attack or cast spells normally. The subject of a fly spell can charge but not run, and it cannot carry aloft more weight than its maximum load, plus any armor it wears. The subject gains a bonus on Fly skill checks equal to 1/2 your caster level. Should the spell duration expire while the subject is still aloft, the magic fails slowly. The subject floats downward 60 feet per round for 1d6 rounds. If it reaches the ground in that amount of time, it lands safely. If not, it falls the rest of the distance, taking 1d6 points of damage per 10 feet of fall. Since dispelling a spell effectively ends it, the subject also descends safely in this way if the fly spell is dispelled, but not if it is negated by an antimagic field. <b>[SR:</b> Yes (harmless); <b>DC:</b> 19, Will negates (harmless)]					
■■■■■ <b>Haste</b>	Transmutation	1 standard action	12 rounds	Close (55 ft.)	CR:p.293
<b>[V, S, M] TARGET:</b> 12 creatures, no two of which can be more than 30 ft. apart; <b>EFFECT:</b> The transmuted creatures move and act more quickly than normal. This extra speed has several effects. When making a full attack action, a hasted creature may make one extra attack with any weapon he is holding. The attack is made using the creature's full base attack bonus, plus any modifiers appropriate to the situation. [This effect is not cumulative with similar effects, such as that provided by a speed weapon, nor does it actually grant an extra action, so you can't use it to cast a second spell or otherwise take an extra action in the round.] A hasted creature gains a +1 bonus on attack rolls and a +1 dodge bonus to AC and Reflex saves. Any condition that makes you lose your Dexterity bonus to Armor Class [if any] also makes you lose dodge bonuses. All of the hasted creature's modes of movement [including land movement, burrow, climb, fly, and swim] increase by 30 feet, to a maximum of twice the subject's normal speed using that form of movement. This increase counts as an enhancement bonus, and it affects the creature's jumping distance as normal for increased speed. Multiple haste effects don't stack. Haste dispels and counters slow. <b>[SR:</b> Yes (harmless); <b>DC:</b> 19, Fortitude negates (harmless)]					
■■■■■ <b>Lightning Bolt</b>	Evocation, AirSchool [Electricity, MetalSchool]	1 standard action	Instantaneous	120 ft.	CR:p.304
<b>[V, S, M] TARGET:</b> 120-ft. line; <b>EFFECT:</b> You release a powerful stroke of electrical energy that deals 1d6 points of electricity damage per caster level [maximum 10d6] to each creature within its area. The bolt begins at your fingertips. The lightning bolt sets fire to combustibles and damages objects in its path. It can melt metals with a low melting point, such as lead, gold, copper, silver, or bronze. If the damage caused to an interposing barrier shatters or breaks through it, the bolt may continue beyond the barrier if the spell's range permits; otherwise, it stops at the barrier just as any other spell effect does. <b>[SR:</b> Yes; <b>DC:</b> 19, Reflex half]					
■■■■■ <b>Slow</b>	Transmutation	1 standard action	12 rounds	Close (55 ft.)	CR:p.344
<b>[V, S, M] TARGET:</b> 12 creatures, no two of which can be more than 30 ft. apart; <b>EFFECT:</b> Slowed rate. Creatures affected by this spell are staggered and can take only a single move action or standard action each turn, but not both [nor may it take full-round actions]. Additionally, it takes a -1 penalty on attack rolls, AC, and Reflex saves. A slowed creature moves at half its normal speed [round down to the next 5-foot increment], which affects the creature's jumping distance as normal for decreased speed. Multiple slow effects don't stack. Slow counters and dispels haste. <b>[SR:</b> Yes; <b>DC:</b> 19, Will negates]					

### LEVEL 4 / Per Day:7 / Caster Level:12

Name	School	Time	Duration	Range	Source
■■■■■ <b>Ball Lightning</b>	Evocation, AirSchool [Air, Electricity]	1 standard action	12 rounds	Medium (220 ft.)	APG:p.204
<b>[V, S, M/DF] TARGET:</b> two or more 5-ft.-diameter spheres; <b>EFFECT:</b> You create two globes of lightning that fly in whichever direction you indicate. For every 4 caster levels above 7th, you create an additional globe of lightning [3 globes at 11th, 4 globes at 15th, to the maximum of 5 globes at 19th]. These globes fly at a rate of 20 feet per round and have perfect maneuverability. Wind does not affect a flying sphere's course. If a globe enters a space with a creature, it					
* =Domain/Specialty Spell					

Sorcerer Spells

stops moving for the round and deals 3d6 points of electricity damage to that creature, though a successful Reflex save negates the damage. Creatures wearing metal armor take a -4 penalty on this saving throw. Each globe moves as long as you actively direct it [it's a move action for you to direct all the spheres created by a single casting of this spell]; otherwise they stay at rest. These globes have no mass and cannot push aside unwilling creatures or move solid objects. A ball lightning globe winks out if it exceeds the spell's range. [SR:Yes; DC:20, Reflex negates]

■■■■■	<b>Dimension Door</b>	<b>Conjuration (Teleportation)</b>	1 standard action	Instantaneous	Long (880 ft.)	CR:p.269
[V] <b>TARGET:</b> You and touched objects or other touched willing creatures; <b>EFFECT:</b> You instantly transfer yourself from your current location to any other spot within range. You always arrive at exactly the spot desired-whether by simply visualizing the area or by stating direction. After using this spell, you can't take any other actions until your next turn. You can bring along objects as long as their weight doesn't exceed your maximum load. You may also bring one additional willing Medium or smaller creature [carrying gear or objects up to its maximum load] or its equivalent per three caster levels. A Large creature counts as two Medium creatures, a Huge creature counts as two Large creatures, and so forth. All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with you. If you arrive in a place that is already occupied by a solid body, you and each creature traveling with you take 1d6 points of damage and are shunted to a random open space on a suitable surface within 100 feet of the intended location. If there is no free space within 100 feet, you and each creature traveling with you take an additional 2d6 points of damage and are shunted to a free space within 1,000 feet. If there is no free space within 1,000 feet, you and each creature travelling with you take an additional 4d6 points of damage and the spell simply fails. [SR:No and yes (object); DC:20, None and Will negates (object)]						

■■■■■	<b>Dragon's Breath</b>	<b>Evocation, AirSchool, EarthSchool, FireSchool</b>	1 standard action	Instantaneous	30 ft. or 60 ft.	APG:p.217
[V, S, M] <b>TARGET:</b> Cone-shaped burst or line; <b>EFFECT:</b> You breathe out a blast of energy. Creatures in the affected area take 1d6 points of energy damage per caster level [maximum of 12d6]. A successful Reflex save results in half damage. The spell's effect and energy type depend on the type of dragon scale used: Black dragon: 60-foot line of acid. Blue or bronze dragon: 60-foot line of electricity. Green dragon: 30-foot cone of acid. Gold or red dragon: 30-foot cone of fire. Silver or white dragon: 30-foot cone of cold. Brass dragon: 60-foot line of fire. Copper dragon: 60-foot line of acid. [SR:Yes; DC:20, Reflex half]						
■■■■■	<b>Fear</b>	<b>Necromancy [Fear, Mind-Affecting, Emotion]</b>	1 standard action	12 rounds or 1 round; see text	30 ft.	CR:p.281
[V, S, M] <b>TARGET:</b> Cone-shaped burst; <b>EFFECT:</b> An invisible cone of terror causes each living creature in the area to become panicked unless it succeeds on a Will save. If cornered, a panicked creature begins cowering. If the Will save succeeds, the creature is shaken for 1 round. [SR:Yes; DC:20, Will partial]						

■■■■■	<b>Invisibility (Greater)</b>	<b>Illusion (Glamour)</b>	1 standard action	12 rounds [D]	Personal or touch	CR:p.302
[V, S] <b>TARGET:</b> You or creature touched; <b>EFFECT:</b> This spell functions like invisibility, except that it doesn't end if the subject attacks. [SR:Yes (harmless) or yes (harmless, object); DC:20, Will negates (harmless)]						
■■■■■	<b>Stoneskin</b>	<b>Abjuration, EarthSchool [MetalSchool]</b>	1 standard action	120 minutes or until discharged	Touch	CR:p.349
[V, S, M] <b>TARGET:</b> Creature touched; <b>EFFECT:</b> The warded creature gains resistance to blows, cuts, stabs, and slashes. The subject gains DR 10/adamantine. It ignores the first 10 points of damage each time it takes damage from a weapon, though an adamantine weapon bypasses the reduction. Once the spell has prevented a total of 10 points of damage per caster level [maximum 150 points], it is discharged. [SR:Yes (harmless); DC:20, Will negates (harmless)]						

LEVEL 5 / Per Day:6 / Caster Level:12

	<b>Name</b>	<b>School</b>	<b>Time</b>	<b>Duration</b>	<b>Range</b>	<b>Source</b>
■■■■■	<b>Cone of Cold</b>	<b>Evocation, WaterSchool [Cold]</b>	1 standard action	Instantaneous	60 ft.	CR:p.258
[V, S, M] <b>TARGET:</b> Cone-shaped burst; <b>EFFECT:</b> Cone of cold creates an area of extreme cold, originating at your hand and extending outward in a cone. It drains heat, dealing 1d6 points of cold damage per caster level [maximum 15d6]. [SR:Yes; DC:21, Reflex half]						
■■■■■	<b>Dominate Person</b>	<b>Enchantment (Compulsion) [Mind-Affecting]</b>	1 round	12 days	Close (55 ft.)	CR:p.274
[V, S] <b>TARGET:</b> One humanoid; <b>EFFECT:</b> You can control the actions of any humanoid creature through a telepathic link that you establish with the subject's mind. If you and the subject have a common language, you can generally force the subject to perform as you desire, within the limits of its abilities. If no common language exists, you can communicate only basic commands, such as "Come here," "Go there," "Fight," and "Stand still." You know what the subject is experiencing, but you do not receive direct sensory input from it, nor can it communicate with you telepathically. Once you have given a dominated creature a command, it continues to attempt to carry out that command to the exclusion of all other activities except those necessary for day-to-day survival [such as sleeping, eating, and so forth]. Because of this limited range of activity, a Sense Motive check against DC 15 [rather than DC 25] can determine that the subject's behavior is being influenced by an enchantment effect [see the Sense Motive skill description]. Changing your orders or giving a dominated creature a new command is a move action. By concentrating fully on the spell [a standard action], you can receive full sensory input as interpreted by the mind of the subject, though it still can't communicate with you. You can't actually see through the subject's eyes, so it's not as good as being there yourself, but you still get a good idea of what's going on. Subjects resist this control, and any subject forced to take actions against its nature receives a new saving throw with a +2 bonus. Obviously self-destructive orders are not carried out. Once control is established, the range at which it can be exercised is unlimited, as long as you and the subject are on the same plane. You need not see the subject to control it. If you don't spend at least 1 round concentrating on the spell each day, the subject receives a new saving throw to throw off the domination. Protection from evil or a similar spell can prevent you from exercising control or using the telepathic link while the subject is so warded, but such an effect does not automatically dispel it. [SR:Yes; DC:21, Will negates]						
■■■■■	<b>Permanency</b>	<b>Universal</b>	2 rounds	Permanent; see text	See text	CR:p.318
[V, S, M] <b>TARGET:</b> See text; <b>EFFECT:</b> This spell makes the duration of certain other spells permanent. You first cast the desired spell and then follow it with the permanency spell. Depending on the spell, you must be of a minimum caster level and must expend a specific gp value of diamond dust as a material component. You can make the following spells permanent in regard to yourself. [Spell Minimum Caster Level GP Cost]; [Arcane sight 11th 7,500 gp]; [Comprehend languages 9th 2,500 gp]; [Darkvision 10th 5,000 gp]; [Detect magic 9th 2,500 gp]; [Read magic 9th 2,500 gp]; [See invisibility 10th 5,000 gp]; [Tongues 11th 7,500 gp]; You cannot cast these spells on other creatures. This application of permanency can be dispelled only by a caster of higher level than you were when you cast the spell. In addition to personal use, permanency can be used to make the following spells permanent on yourself, another creature, or an object [as appropriate]. [Spell Minimum Caster Level GP Cost]; [Enlarge person 9th 2,500 gp]; [Magic fang 9th 2,500 gp]; [Magic fang, greater 11th 7,500 gp]; [Reduce person 9th 2,500 gp]; [Resistance 9th 2,500 gp]; [Telepathic bond* 13th 12,500 gp]; *Only bonds two creatures per casting of permanency. Additionally, the following spells can be cast upon objects or areas only and rendered permanent. [Spell Minimum Caster Level GP Cost]; [Alarm 9th 2,500 gp]; [Animate objects 14th 15,000 gp]; [Dancing lights 9th 2,500 gp]; [Ghost sound 9th 2,500 gp]; [Gust of wind 11th 7,500 gp]; [Invisibility 10th 5,000 gp]; [Mage's private sanctum 13th 12,500 gp]; [Magic mouth 10th 5,000 gp]; [Phase door 15th 17,500 gp]; [Prismatic sphere 17th 22,500 gp]; [Prismatic wall 16th 20,000 gp]; [Shrink item 11th 7,500 gp]; [Solid fog 12th 10,000 gp]; [Stinking cloud 11th 7,500 gp]; [Symbol of death 16th 20,000 gp]; [Symbol of fear 14th 15,000 gp]; [Symbol of insanity 16th 20,000 gp]; [Symbol of pain 13th 12,500 gp]; [Symbol of persuasion 14th 15,000 gp]; [Symbol of sleep 16th 20,000 gp]; [Symbol of stunning 15th 17,500 gp]; [Symbol of weakness 15th 17,500 gp]; [Teleportation circle 17th 22,500 gp]; [Wall of fire 12th 10,000 gp]; [Wall of force 13th 7,500 gp]; [Web 10th 5,000 gp]; Spells cast on other targets are vulnerable to dispel magic as normal. The GM may allow other spells to be made permanent. [SR:No]						
■■■■■	<b>Spell Resistance</b>	<b>Abjuration</b>	1 standard action	12 minutes	Touch	CR:p.347
[V, S, DF] <b>TARGET:</b> Creature touched; <b>EFFECT:</b> The target gains spell resistance equal to 12 + your caster level. [SR:Yes (harmless); DC:21, Will negates (harmless)]						

LEVEL 6 / Per Day:4 / Caster Level:12

	<b>Name</b>	<b>School</b>	<b>Time</b>	<b>Duration</b>	<b>Range</b>	<b>Source</b>
■■■■■	<b>True Seeing</b>	<b>Divination</b>	1 standard action	12 minutes	Touch	CR:p.363
[V, S, M] <b>TARGET:</b> Creature touched; <b>EFFECT:</b> You confer on the subject the ability to see all things as they actually are. The subject sees through normal and magical darkness, notices secret doors hidden by magic, sees the exact locations of creatures or objects under blur or displacement effects, sees invisible creatures or objects normally, sees through illusions, and sees the true form of polymorphed, changed, or transmuted things. Further, the subject can focus its vision to see into the Ethereal Plane [but not into extradimensional spaces]. The range of true seeing conferred is 120 feet. True seeing, however, does not penetrate solid objects. It in no way confers X-ray vision or its equivalent. It does not negate concealment, including that caused by fog and the like. True seeing does not help the viewer see through mundane disguises, spot creatures who are simply hiding, or notice secret doors hidden by mundane means. In addition, the spell effects cannot be further enhanced with known magic, so one cannot use true seeing through a crystal ball or in conjunction with clairaudience/clairvoyance. [SR:Yes (harmless); DC:22, Will negates (harmless)]						

\* =Domain/Specialty Spell

Wayfinder Spell-like Abilities

At Will Light

Seraph
Human (Versatile Human)

RACE
16
AGE
Male
GENDER
VISION
Chaotic Neutral
ALIGNMENT
Right
DOMINANT HAND
4' 9"
HEIGHT
132 lbs.
WEIGHT
Silver
EYE COLOUR
SKIN COLOUR
Silver,
HAIR / HAIR STYLE
PHOBIAS
PERSONALITY TRAITS
INTERESTS
SPOKEN STYLE / CATCH PHRASE
RESIDENCE
LOCATION



Numeria
REGION
Desna
DEITY
Humanoid
Race Type
Race Sub Type

Description:
Biography: