

Character Name _____

CLASS _____

35000 / 51000

Character Level (CR)

EXP/NEXT LEVEL

Player Name

Humanoid

RACE

16

Male

AGE

GENDER

Deity

Medium / 5 ft.

SIZE / FACE

Silver

Region	Alignment
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4' 9" / 132 lbs.

HEIGHT / WEIGHT

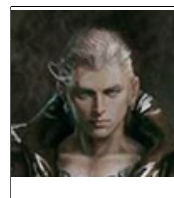
Silver

Alignment

Normal

VISION

Points



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

HP <small>hit points</small>		48		WOUNDS/CURRENT HP				SUBDUAL DAMAGE				DAMAGE REDUCTION				SPEED															
																Walk 30 ft.															
AC <small>armor class</small>		13		11		12		= 10		+ 0		+ 0		+ 2		+ 0		+ 1		+ 0		+ 0		+ 0		+ 0		+ 0		+ 0	
TOTAL		FLAT		TOUCH		BASE		ARMOR BONUS		SHIELD BONUS		STAT		SIZE		NATURAL ARMOR		DEFLECTION		DODGE		Morale		Insight		Sacred		Profane		MISC	
INITIATIVE <small>modifier</small>		+6		= +2		+ +4		MISS CHANCE		0		+0		0				5													
TOTAL		DEX MODIFIER		MISC MODIFIER				MISS CHANCE		Arcane Spell		ARMOR CHECK		SPELL RESIST		ACID RESIST		COLD RESIST		ELECT. RESIST		FIRE RESIST									

	GRAPPLE	TRIP	DISARM	SUNDER	BULL RUSH	OVERRI
CMB	+3	+3	+3	+3	+3	+3
CMD	15	15	15	15	15	15

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
(nonlethal only)	+3	1d3	20/x2	5 ft.

*Sling				HAND	TYPE	SIZE	CRITICAL	REACH
				Primary	B	M	20/x2	5 ft.
Ammunition: Bullets, Sling (10)								
Range: 30 ft.		To Hit: +1			Damage: 1d4			
	50 ft.	100 ft.	150 ft.	200 ft.		250 ft.		
TH	+1	-1	-3	-5		-7		
Dam	1d4	1d4	1d4	1d4		1d4		
	300 ft.	350 ft.	400 ft.	450 ft.		500 ft.		
TH	-9	-11	-13	-15		-17		
Dam	1d4	1d4	1d4	1d4		1d4		

*Masterwork Dagger				Hand	Type	Size	Critical	Reach
				Off-hand	PS	M	19-20/x2	5 ft.
	To Hit	Dam		To Hit				Dam
1H-P	+4	1d4	2W-P-(OH)	-2				1d4
1H-O	+0	1d4	2W-P-(OL)	+0				1d4
2H	+4	1d4	2W-OH	-4				1d4
10 ft.		20 ft.	30 ft.	40 ft.	50 ft.			
TH	+6	+4	+2	+0	-2			
Dam	1d4	1d4	1d4	1d4	1d4			

*: 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.

TOTAL SKILLPOINTS: 14		SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓	Acrobatics	DEX	2	=	2			
✓	Appraise	INT	0	=	0			
✓	Artistry	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	13	=	5	+	3	+
✓	Climb	STR	0	=	0			
✓	Craft (Untrained)	INT	0	=	0			
✓	Diplomacy	CHA	5	=	5			
✓	Disguise	CHA	7	=	5			+
✓	Escape Artist	DEX	2	=	2			
✓	Fly	DEX	6	=	2	+	1	+
✓	Heal	WIS	1	=	0	+	1	
✓	Intimidate	CHA	9	=	5	+	1	+
	Knowledge (Arcana)	INT	7	=	0	+	4	+
	Knowledge (Nobility)	INT	3	=	0	+	3	
	Lore (Outer Dragons)	INT	5	=	0	+	5	
✓	Perception	WIS	4	=	0	+	1	+
	Perform (Oratory)	CHA	9	=	5	+	4	
✓	Perform (Untrained)	CHA	5	=	5			
✓	Ride	DEX	2	=	2			
✓	Sense Motive	WIS	0	=	0			
	Sleight of Hand	DEX	4	=	2	+	2	
	Spellcraft	INT	4	=	0	+	1	+
✓	Stealth	DEX	2	=	2			
✓	Survival	WIS	0	=	0			
✓	Swim	STR	0	=	0			
	Use Magic Device	CHA	12	=	5	+	4	+
				=		+		+
						+		+

✓: can be used untrained. X: exclusive skills. *: Skill Mastery.

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. Your claws are considered magic weapons for the purpose of overcoming DR. You can use your claws 8 rounds per day. These rounds do not need to be consecutive. [Paizo Inc. - Core Rulebook, p.75]

EQUIPMENT				
ITEM	LOCATION	QTY	WT / COST	
Headband of Alluring Charisma +2	Equipped	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	
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00000 00000 00000 00000 00000				
Masterwork Dagger	Equipped	1	1 / 302	
Outfit (Cold-Weather)	Equipped	1	7 / 0	
+5 circumstance bonus on Fortitude saves vs cold weather				
Cloak of Resistance +1	Equipped	1	1 / 1,000	
Belt Pouch	Equipped	1	NaN / 1	
Backpack, Masterwork	Equipped	1	4 / 50	
0 lbs., 1 Torpinal				
Torpinal	Backpack, Masterwork	1	0 / 300	
Wand of Magic Missile	Equipped	1	NaN / 750	
00000 00000 00000 00000 00000				
00000 00000 00000 00000 00000				
1 to 5 missiles that do 1d4+1 damage each.				
Potion of Cure Light Wounds	Carried	2	0 (0) / 50 (100)	
00				
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	
00000 00000 00000 00000 00000				
00000 00000 00000 00000 00000				
When laying your hand upon a living creature, you channel positive energy that cures 2d8+level [max 10] points of damage.				
Wand of Ray of Enfeeblement	Equipped	1	NaN / 750	
00000 00000 00000 00000 00000				
00000 00000 00000 00000 00000				
A coruscating ray springs from your hand, the subject takes a penalty to Strength equal to 1d6+1/two level, max +5.				
Cureall	Equipped	3	0 (0) / 1,400 (4,200)	
Goo Tube	Equipped	1	NaN / 6	
Capacity: 0, Usage: disposable				
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				
000				
Wand of Remove Curse	Equipped	1	NaN / 2,025	
00000 00000				
Wand (Infernal Healing/Sorcerer/1st)	Equipped	3	0 (0) / 750 (2,250)	
00000 00000 00000 00000 00000				
00000 00000 00000 00000 00000				
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 side effect, wounds healed by soothe tend to form 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, like the Smilers 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.				
Gas Grenade	Equipped	1	1 / 0	
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 foul-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 1d4+1 rounds after it leaves. The gas created lingers 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				
Scroll (Resurrection)	Carried	1	NaN / 12,275	
Medlance	Carried	1	0 / 500	
Capacity: 10 uses, Usage: disposable				
Wand of Grease	Carried	1	NaN / 750	
00000 00000 00000 00000 00000				
00000 00000 00000 00000 00000				
A grease spell covers a solid surface with a layer of slippery grease.				
Loaded Dice, Superior	Carried	1	0 / 50	
Potion of Cure Moderate Wounds	Carried	2	0 (0) / 300 (600)	
00				
Cures 2d8+3 points of damage				
Trauma Pack Plus	Carried	1	5 / 11,250	
Capacity: 5, Usage: 1 charge (disposable)				
To sell	Carried	1	0 / 0	
(Backpack)				
TOTAL WEIGHT CARRIED/VALUE		32,92 lbs.	60,059.1gp	

EQUIPMENT					
ITEM	LOCATION	QTY	WT / COST		
Ron		1	1,000 / 200		
(Horse (Heavy))					
TOTAL WEIGHT CARRIED/VALUE		32,92 lbs.	60,059.1gp		
WEIGHT ALLOWANCE					
Light	38	Medium	76	Heavy	115
Lift over head	115	Lift off ground	230	Push / Drag	575
MONEY					
Total= 0 gp					
MAGIC					
Languages					
Common, Draconic					
Other Companions					
Traits					
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.					
Special Qualities					
Bloodline Arcana			[Paizo Inc. - Core 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 (5x)			[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.					
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 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 8 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.					
Dragon Resistances			[Paizo Inc. - Core Rulebook, p.75]		
You gain Cold Resistance 5 and a +1 natural armor bonus.					
Dual Talent			[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 5 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					
Deceitful			[Paizo Inc. - Core Rulebook, p.121]		

<p>You are skilled at deceiving others, both with the spoken word and with physical disguises.</p> <p>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.</p>	
Great Fortitude	[Paizo Inc. - Core Rulebook, p.124]
<p>You are resistant to poisons, diseases, and other deadly maladies.</p> <p>You get a +2 bonus on all Fortitude saving throws.</p>	
Improved Initiative	[Paizo Inc. - Core Rulebook, p.127]
<p>Your quick reflexes allow you to react quickly to danger.</p> <p>You get a +4 bonus on initiative checks.</p>	
Toughness	[Paizo Inc. - Core Rulebook, p.135]
<p>You have enhanced physical stamina.</p> <p>You gain +7 hit points.</p>	
Eschew Materials	[Paizo Inc. - Core Rulebook, p.123]
<p>You can cast many spells without needing to utilize minor material components.</p> <p>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.</p>	

Proficiencies

Sorcerer Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
KNOWN	8	8	6	3	—	—	—	—	—	—
PER DAY	at will	8	7	5	—	—	—	—	—	—
Concentration	+12									

LEVEL 0 / Per Day:0 / Caster Level:7

Name	School	Time	Duration	Range	Source
Detect Magic	Divination	1 standard action	Concentration, up to 7 minutes [D]	60 ft.	CR:p.267
[V, S] TARGET: Cone-shaped emanation; <i>EFFECT</i> : You detect magical auras. [SR:No]					
Ghost Sound	Illusion (Figment)	1 standard action	7 rounds [D]	Close (40 ft.)	CR:p.289
[V, S, M] TARGET: Illusory sounds; <i>EFFECT</i> : Ghost sound allows you to create a volume of sound that rises, recedes, approaches, or remains at a fixed place. [SR:No; DC:15, Will disbelief]					
Light	Evocation [Light, WoodSchool]	1 standard action	70 minutes	Touch	CR:p.304
[V, M/DF] TARGET: Object touched; <i>EFFECT</i> : This spell causes a touched object to glow like a torch. [SR:No]					
Mage Hand	Transmutation	1 standard action	Concentration	Close (40 ft.)	CR:p.306
[V, S] TARGET: One nonmagical, unattended object weighing up to 5 lbs.; <i>EFFECT</i> : You point your finger at an object and can lift it and move it at will from a distance. [SR:No]					
Message	Transmutation, AirSchool [Language-Depend	1 standard action	70 minutes	Medium (170 ft.)	CR:p.313
[V, S, F] TARGET: 7 creatures; <i>EFFECT</i> : You can whisper messages and receive whispered replies. [SR:No]					
Prestidigitation	Universal	1 standard action	1 hour	10 ft.	CR:p.325
[V, S] TARGET: See text; <i>EFFECT</i> : Prestidigitations are minor tricks that novice spellcasters use for practice. [SR:No; DC:15, See text]					
Ray of Frost	Evocation, WaterSchool [Cold]	1 standard action	Instantaneous	Close (40 ft.)	CR:p.330
[V, S] TARGET: Ray; <i>EFFECT</i> : A ray of freezing air and ice projects from your pointing finger dealing 1d3 points of cold damage. [SR:Yes]					
Resistance	Abjuration	1 standard action	1 minute	Touch	CR:p.334
[V, S, M/DF] TARGET: Creature touched; <i>EFFECT</i> : You imbue the subject with magical energy that protects it from harm, granting it a +1 resistance bonus on saves. [SR:Yes (harmless); DC:15, Will negates (harmless)]					

LEVEL 1 / Per Day:8 / Caster Level:7

Name	School	Time	Duration	Range	Source
Enlarge Person	Transmutation	1 round	7 minutes [D]	Close (40 ft.)	CR:p.277
[V, S, M] TARGET: One humanoid creature; <i>EFFECT</i> : This spell causes instant growth of a humanoid creature, doubling its height and multiplying its weight by 8. [SR:Yes; DC:16, Fortitude negates]					
Grease	Conjuration, EarthSchool (Creation)	1 standard action	7 minutes [D]	Close (40 ft.)	CR:p.291
[V, S, M] TARGET: One object or 10-ft. square; <i>EFFECT</i> : A grease spell covers a solid surface with a layer of slippery grease. [SR:No; DC:16, See text]					
Mage Armor	Conjuration (Creation) [Force]	1 standard action	7 hours [D]	Touch	CR:p.306
[V, S, F] TARGET: Creature touched; <i>EFFECT</i> : An invisible but tangible field of force surrounds the subject of a mage armor spell, providing a +4 armor bonus to AC. [SR:No; DC:16, Will negates (harmless)]					
Magic Missile	Evocation [Force]	1 standard action	Instantaneous	Medium (170 ft.)	CR:p.309
[V, S] TARGET: Up to five creatures, no two of which can be more than 15 ft. apart; <i>EFFECT</i> : 4 missiles that do 1d4+1 damage each. [SR:Yes]					
Ray of Enfeeblement	Necromancy	1 standard action	7 rounds	Close (40 ft.)	CR:p.329
[V, S] TARGET: Ray; <i>EFFECT</i> : A coruscating ray springs from your hand, the subject takes a penalty to Strength equal to 1d6+3. [SR:Yes; DC:16, Fortitude half]					
Shield	Abjuration, VoidElementalSchool [Force]	1 standard action	7 minutes [D]	Personal	CR:p.342
[V, S] TARGET: You; <i>EFFECT</i> : Shield creates an invisible shield of force that hovers in front of you.					
Snowball	Conjuration (Creation) [Cold, Water]	1 standard action	Instantaneous	Close (40 ft.)	AP67:p.73
[V, S] TARGET: One ball of ice and snow; <i>EFFECT</i> : Ranged touch attack deals 5d6 of cold damage and target is staggered for 1 round. [SR:No; DC:16, Fortitude partial]					
Vanish	Illusion (Glamer)	1 standard action	5 rounds [D]	Touch	APG:p.253
[V, S] TARGET: creature touched; <i>EFFECT</i> : This spell functions like invisibility. Like invisibility, the spell immediately ends if the subject attacks any creature. [SR:Yes (harmless); DC:16, Will negates (harmless)]					

LEVEL 2 / Per Day:7 / Caster Level:7

Name	School	Time	Duration	Range	Source
Glitterdust	Conjuration, EarthSchool (Creation) [MetalSc	1 standard action	7 rounds	Medium (170 ft.)	CR:p.290
[V, S, M (ground mica)] TARGET: Creatures and objects within 10-ft.-radius spread; <i>EFFECT</i> : 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. [SR:No; DC:17, Will negates (blinding only)]					
HIDEOUS LAUGHTER	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	7 rounds	Close (40 ft.)	CR:p.296
[V, S, M] TARGET: One creature; see text; <i>EFFECT</i> : This spell afflicts the subject with uncontrollable laughter. [SR:Yes; DC:17, Will negates]					
Invisibility	Illusion, VoidElementalSchool (Glamer)	1 standard action	7 minutes [D]	Personal or touch	CR:p.301
[V, S, M/DF] TARGET: You or a creature or object weighing no more than 700 lbs.; <i>EFFECT</i> : The creature or object touched becomes invisible. [SR:Yes (harmless) or yes (harmless, object); DC:17, Will negates (harmless) or Will negates (harmless, object)]					
Mirror Image	Illusion (Figment)	1 standard action	7 minutes	Personal	CR:p.314
[V, S] TARGET: You; <i>EFFECT</i> : This spell creates a number of illusory doubles of you that inhabit your square.					
Resist Energy	Abjuration, AirSchool, EarthSchool, FireSchool	1 standard action	70 minutes	Touch	CR:p.334
[V, S, DF] TARGET: Creature touched; <i>EFFECT</i> : This abjuration grants a creature limited protection from damage of whichever one of five energy types you select. [SR:Yes (harmless); DC:17, Fortitude negates (harmless)]					
Web	Conjuration (Creation) [WoodSchool]	1 standard action	70 minutes [D]	Medium (170 ft.)	CR:p.368
[V, S, M] TARGET: Webs in a 20-ft.-radius spread; <i>EFFECT</i> : Web creates a many-layered mass of strong, sticky strands. These strands trap those caught in them. [SR:No; DC:17, Reflex negates; see text]					

LEVEL 3 / Per Day:5 / Caster Level:7

Name	School	Time	Duration	Range	Source
Dispel Magic	Abjuration, VoidElementalSchool	1 standard action	Instantaneous	Medium (170 ft.)	CR:p.272
[V, S] TARGET: One spellcaster, creature, or object; <i>EFFECT</i> : 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. [SR:No]					
Fly	Transmutation, AirSchool	1 standard action	7 minutes	Touch	CR:p.284
[V, S, F] TARGET: Creature touched; <i>EFFECT</i> : The subject can fly at a speed of 60 feet [or 40 feet if it wears medium or heavy armor, or if it carries a medium or heavy load]. [SR:Yes (harmless); DC:18, Will negates (harmless)]					
Lightning Bolt	Evocation, AirSchool [Electricity, MetalSchool	1 standard action	Instantaneous	120 ft.	CR:p.304
[V, S, M] TARGET: 120-ft. line; <i>EFFECT</i> : You release a powerful stroke of electrical energy that deals 7d6 points of electricity damage to each creature within its area. [SR:Yes; DC:18, Reflex half]					

* =Domain/Speciality Spell

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: