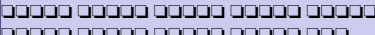


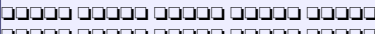



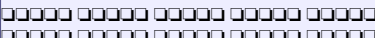

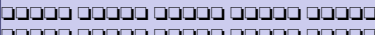

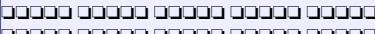

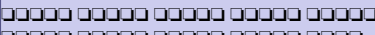

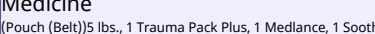
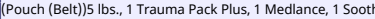







Equipment				
Item	Location	Qty	WT / Cost	
Headband of Mental Prowess +4 (Int, Cha)	Equipped	1	1 / 40,000	
Aura: strong transmutation, Caster Level: 12th, Construction Cost: 20,000 gp, Construction Requirements: Craft Wondrous Item, eagle's splendor, fox's cunning, Slot: headband				
Ring of the Ram	Equipped	1	0 / 8,256	
 				
Aura: moderate transmutation, Caster Level: 9th, Construction Cost: 4,300 gp, Construction Requirements: Forge Ring, bull's strength, telekinesis, Slot: ring				
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	
Aura: faint abjuration, Caster Level: 5th, Construction Cost: 4,000 gp, Construction Requirements: Forge Ring, shield of faith, caster must be of a level at least three times the bonus of the ring, Slot: ring				
Cloak of Resistance +2	Equipped	1	1 / 4,000	
Aura: faint abjuration, Caster Level: 5th, Construction Cost: 2,000 gp, Construction Requirements: Craft Wondrous Item, resistance, creator's caster level must be at least three times the cloak's bonus, Slot: shoulders				
Robe of Arcane Heritage	Equipped	1	1 / 16,000	
Belt Pouch	Equipped	1	NaN / 1	
Rod (Extend/Lesser)	Equipped	1	5 / 0	
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))0,88 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	NaN (NaN) / 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 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.				
Wand of Magic Missile	Wands	1	NaN / 735	
 				
Wand (Infernal Healing/Sorcerer/1st)	Wands	5	NaN (NaN) / 750 (3,750)	
 				
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				
Trauma Pack Plus	Medicine	1	5 / 11,250	
Capacity: 5, Usage: 1 charge (disposable)				
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.				
Medlance	Medicine	1	0 / 500	
Capacity: 10 uses, Usage: disposable				
Soothe	Medicine	1	0 / 200	
				
Contact; Addiction minor; EFFECTS 1 minute; DAMAGE: 1d2 Wisdom Damage; FORTITUDE DC 12;				
Potion of Cure Moderate Wounds	Medicine	2	0 (0) / 300 (600)	
				
Cures 2d8+3 points of damageAura: faint conjuration (healing), Caster Level: 3rd, Construction Cost: 150 gp, Construction Requirements: Brew Potion, cure moderate wounds, Slot: none				
Wand of Remove Curse	Wands	1	NaN / 2,025	
				
Potion of Cure Light Wounds	Medicine	3	0 (0) / 50 (150)	
				
Cures 1d8+1 points of damageAura: faint conjuration (healing), Caster Level: 1st, Construction Cost: 25 gp, Construction Requirements: Brew Potion, cure light wounds, Slot: none				
TOTAL WEIGHT CARRIED/VALUE		32,38 lbs.	136,752gp	

EQUIPMENT			
ITEM	LOCATION	QTY	WT / COST
Torpinal	Medicine	1	0 / 300
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			
Pink Rhomboid Ioun Stone	Equipped	1	0 / 8,000
Aura: strong varied, Caster Level: 12th, Construction Cost: 4,000 gp, Construction Requirements: Craft Wondrous Item, creator must be 12th level, Slot: none			
Jarka	Carried	3	0 (0) / 0 (0)
Jarki z robakami ☐☐☐ (Honey (jar))			
Outfit (Cold-Weather)	Carried	1	7 / 0
+5 circumstance bonus on Fortitude saves vs. cold weather			
Ron (Horse (Heavy))		1	2,000 / 200
Wand of Gust of Wind	Wands	1	NaN / 1,620
☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐			
Wand of Lightning Bolt	Wands	1	NaN / 1,575
☐☐☐☐☐☐ ☐☐			
TOTAL WEIGHT CARRIED/VALUE		32,38 lbs.	136,752gp

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

MONEY		Total= 0 gp
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MAGIC

Languages
Common, Draconic

Other Companions

Traits	
1	2
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99	100

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

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

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

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

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

Claws (Su)	[Paizo Inc. - Core Rulebook, p.75]
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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 10 rounds per day. These rounds do not need to be consecutive.

Special Qualities	
Bloodline Arcana	[Paizo Inc. - Core Rulebook, p.75]
Whenever you cast a spell with the descriptor, that spell deals +1 point of damage per die rolled.	
Bonus Sorcerer Spell (11x)	[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]
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.	
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.	
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.	
Spells	[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 17 + the spell level.	
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.	
Weapon and Armor Proficiency	[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	
Additional Traits	[Paizo Inc. - Advanced Player's Guide, p.150]
You have more traits than normal	
Combat Casting	[Paizo Inc. - Core Rulebook, p.119]
You are adept at spellcasting when threatened or distracted. You get a +4 bonus on concentration checks made to cast a spell or use a spell-like ability when casting on the defensive or while grappled.	
Deceitful	[Paizo Inc. - Core Rulebook, p.121]
You are skilled at deceiving others, both with the spoken word 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.	
Defensive Combat Training	[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).	
Great Fortitude	[Paizo Inc. - Core Rulebook, p.124]
You are resistant to poisons, diseases, and other deadly maladies. You get a +2 bonus on all Fortitude saving throws.	
Improved Initiative	[Paizo Inc. - Core Rulebook, p.127]
Your quick reflexes allow you to react quickly to danger. You get a +4 bonus on initiative checks.	
Piercing Spell	[Paizo Inc. - Ultimate Magic, p.154]
Your studies have helped you develop methods to overcome spell resistance. When you cast a piercing spell against a target with spell resistance, it treats the spell resistance of the target as 5 lower than its actual SR. A piercing spell uses up a spell slot one level higher than the spell's actual level.	
Eschew Materials	[Paizo Inc. - Core Rulebook, p.123]
You can cast many spells without needing to utilize minor material components. You can cast any spell with a material component costing 1 gp or less without needing that component. The casting of the spell still provokes attacks of opportunity as normal. If the spell requires a material component that costs more than 1 gp, you must have the material component on hand to cast the spell, as normal.	

Quicken Spell	[Paizo Inc. - Core Rulebook, p.132]
You can cast spells in the fraction of the normal time. Casting a quickened spell is a swift action. You can perform another action, even casting another spell, in the same round as you cast a quickened spell. A spell whose casting time is more than 1 round or 1 full-round action cannot be quickened. A quickened spell uses up a spell slot four levels higher than the spell's actual level. Casting a quickened spell doesn't provoke an attack of opportunity.	
Toughness	[Paizo Inc. - Core Rulebook, p.135]
You have enhanced physical stamina. You gain +13 hit points.	

Proficiencies
Battle Aspergillum, Bayonet, Blowgun, Boar Spear, Brass Knuckles, Cestus, Claw, Club, Heavy Crossbow, Light Crossbow, Dagger, Punching Dagger, Dart, Gauntlet, Spiked Gauntlet, Grapple, Hanbo, Javelin, Longspear, Heavy Mace, Light Mace, Mere Club, Morningstar, Quarterstaff, Rock, Shortspear, Sickle, Sling, Spear, Boar Spear, Ray Spells, Touch Spells, Splash Weapon, Stake, Stingchuck, Unarmed Strike, Underwater Heavy Crossbow, Underwater Light Crossbow

Wayfinder Spell-like Abilities					
Name	School	Time	Duration	Range	Source
At Will Light	Evocation [Light, WoodSchool]	1 standard action	50 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]					
*=Domain/Specialty Spell					
Sorcerer Spells					

LEVEL	0	1	2	3	4	5	6	7	8	9
KNOWN	10	8	8	7	7	6	3	—	—	—
PER DAY	at will	8	8	8	7	7	5	—	—	—
Concentration	+20									

LEVEL 0 / Per Day:0 / Caster Level:13					
Name	School	Time	Duration	Range	Source
□□□□□ Arcane Mark	Universal	1 standard action	Permanent	Touch	CR:p.244
[V, S] TARGET: One personal rune or mark, all of which must fit within 1 sq. ft.; <i>EFFECT</i> : This spell allows you to inscribe your personal rune or mark. [SR:No]					
□□□□□ Detect Magic	Divination	1 standard action	Concentration, up to 13 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	13 rounds [D]	Close (55 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:17, Will disbelief]					
□□□□□ Light	Evocation [Light, WoodSchool]	1 standard action	130 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 (55 ft.)	CR:p.306
[V, S] TARGET: One nonmagical, unattended object weighing up to 5 lbs.; <i>EFFECT</i> : You point your finger at an object and can lift it and move it at will from a distance. [SR:No]					
□□□□□ Mending	Transmutation [MetalSchool]	10 minutes	Instantaneous	10 ft.	CR:p.312
[V, S, M] TARGET: One object of up to 13 lb.; <i>EFFECT</i> : This spell repairs damaged objects, restoring 1d4 hit points to the object. [SR:Yes (harmless, object); DC:17, Will negates (harmless, object)]					
□□□□□ Message	Transmutation, AirSchool [Language-Deper]	1 standard action	130 minutes	Medium (230 ft.)	CR:p.313
[V, S, F] TARGET: 13 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:17, See text]					
□□□□□ Ray of Frost	Evocation, WaterSchool [Cold]	1 standard action	Instantaneous	Close (55 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:17, Will negates (harmless)]					

LEVEL 1 / Per Day:8 / Caster Level:13					
Name	School	Time	Duration	Range	Source
□□□□□ Enlarge Person	Transmutation	1 round	13 minutes [D]	Close (55 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:18, Fortitude negates]					
□□□□□ Mage Armor	Conjuration (Creation) [Force]	1 standard action	13 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:18, Will negates (harmless)]					
□□□□□ Magic Missile	Evocation [Force]	1 standard action	Instantaneous	Medium (230 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> : 5 missiles that do 1d4+1 damage each. [SR:Yes]					
□□□□□ Ray of Enfeeblement	Necromancy	1 standard action	13 rounds	Close (55 ft.)	CR:p.329
[V, S, M] TARGET: Ray; <i>EFFECT</i> : A coruscating ray springs from your hand, the subject takes a penalty to Strength equal to 1d6+5. [SR:Yes; DC:18, Fortitude half]					
□□□□□ Shield	Abjuration [Force]	1 standard action	13 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.					
□□□□□ Sleep	Enchantment (Compulsion) [Mind-Affecting]	1 round	13 minutes	Medium (230 ft.)	CR:p.344
[V, S, M] TARGET: One or more living creatures within a 10-ft.-radius burst; <i>EFFECT</i> : A sleep spell causes a magical slumber to come upon 4 HD of creatures. [SR:Yes; DC:18, Will negates]					
□□□□□ Snowball	Conjuration (Creation) [Cold,Water]	1 standard action	Instantaneous	Close (55 ft.)	POTN:p.26
[V,S] TARGET: One ball of ice and snow; <i>EFFECT</i> : 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. [SR:No; DC:18, Fortitude partial]					
□□□□□ Vanish	Illusion (Glamour)	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:18, Will negates (harmless)]					

LEVEL 2 / Per Day:8 / Caster Level:13					
Name	School	Time	Duration	Range	Source
□□□□□ Bull's Strength	Transmutation	1 standard action	13 minutes	Touch	CR:p.251
[V, S, M/DF] TARGET: Creature touched; <i>EFFECT</i> : The subject becomes stronger granting a +4 enhancement bonus to Strength. [SR:Yes (harmless); DC:19, Will negates (harmless)]					
□□□□□ Cat's Grace	Transmutation [WoodSchool]	1 standard action	13 minutes	Touch	CR:p.252
[V, S, M] TARGET: Creature touched; <i>EFFECT</i> : The transmuted creature becomes more graceful, agile, and coordinated granting a +4 enhancement bonus to Dexterity. [SR:Yes; DC:19, Will negates (harmless)]					
□□□□□ Glitterdust	Conjuration, EarthSchool (Creation) [Metal!]	1 standard action	13 rounds	Medium (230 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:19, Will negates (blinding only)]					
□□□□□ Hideous Laughter	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	13 rounds	Close (55 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:19, Will negates]					
□□□□□ Invisibility	Illusion (Glamour)	1 standard action	13 minutes [D]	Personal or touch	CR:p.301
[V, S, M/DF] TARGET: You or a creature or object weighing no more than 1300 lbs.; <i>EFFECT</i> : The creature or object touched becomes invisible. [SR:Yes (harmless) or yes (harmless, object); DC:19, Will negates (harmless) or Will negates (harmless, object)]					
□□□□□ Mirror Image	Illusion (Figment)	1 standard action	13 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	130 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:19, Fortitude negates (harmless)]					
□□□□□ Web	Conjuration (Creation) [WoodSchool]	1 standard action	130 minutes [D]	Medium (230 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:19, Reflex negates; see text]					

LEVEL 3 / Per Day:8 / Caster Level:13					
Name	School	Time	Duration	Range	Source
□□□□□ Dispel Magic	Abjuration	1 standard action	Instantaneous	Medium (230 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]					
□□□□□ Displacement	Illusion (Glamour)	1 standard action	13 rounds [D]	Touch	CR:p.273
[V, M] TARGET: Creature touched; <i>EFFECT</i> : The subject of this spell appears to be about 2 feet away from its true location granting a 50% miss chance as if it had total concealment. [SR:Yes (harmless); DC:20, Will negates (harmless)]					
□□□□□ Fireball	Evocation, FireSchool [Fire]	1 standard action	Instantaneous	Long (920 ft.)	CR:p.283
[V, S, M] TARGET: 20-ft.-radius spread; <i>EFFECT</i> : A fireball spell generates a searing explosion of flame that detonates with a low roar and deals 10d6 points of fire damage to every creature within the area. [SR:Yes; DC:20, Reflex half]					
□□□□□ Fly	Transmutation, AirSchool	1 standard action	13 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:20, Will negates (harmless)]					
□□□□□ Haste	Transmutation	1 standard action	13 rounds	Close (55 ft.)	CR:p.293
[V, S, M] TARGET: 13 creatures, no two of which can be more than 30 ft. apart; <i>EFFECT</i> : The transmuted creatures move and act more quickly than normal. [SR:Yes (harmless); DC:20, Fortitude negates (harmless)]					
*=Domain/Specialty Spell					

Sorcerer Spells

☐☐☐☐☐ Lightning Bolt	Evocation, AirSchool [Electricity, MetalSchool]	1 standard action	Instantaneous	120 ft.	CR:p.304
[V, S, M] TARGET: 120-ft. line; EFFECT: You release a powerful stroke of electrical energy that deals 10d6 points of electricity damage to each creature within its area. [SR:Yes; DC:20, Reflex half]					
☐☐☐☐☐ Slow	Transmutation	1 standard action	13 rounds	Close (55 ft.)	CR:p.344
[V, S, M] TARGET: 13 creatures, no two of which can be more than 30 ft. apart; EFFECT: An affected creature moves and attacks at a drastically slowed rate. [SR:Yes; DC:20, Will negates]					

LEVEL 4 / Per Day:7 / Caster Level:13

Name	School	Time	Duration	Range	Source
☐☐☐☐☐ Ball Lightning	Evocation, AirSchool [Air, Electricity]	1 standard action	13 rounds	Medium (230 ft.)	APG:p.204
[V, S, M/DF] TARGET: two or more 5-ft.-diameter spheres; EFFECT: Flying balls of lightning deal 3d6 electricity damage each. [SR:Yes; DC:21, Reflex negates]					
☐☐☐☐☐ Dimension Door	Conjuration (Teleportation)	1 standard action	Instantaneous	Long (920 ft.)	CR:p.269
[V] TARGET: You and touched objects or other touched willing creatures; EFFECT: You instantly transfer yourself from your current location to any other spot within range. [SR:No and yes (object); DC:21, None and Will negates (object)]					
☐☐☐☐☐ Dragon's Breath	Evocation, AirSchool, EarthSchool, FireSchool	1 standard action	Instantaneous	30 ft. or 60 ft.	APG:p.217
[V, S, M] TARGET: cone-shaped burst or line; EFFECT: Gives you a dragon's breath weapon. [SR:Yes; DC:21, Reflex half]					
☐☐☐☐☐ False Life, Greater	Necromancy	1 standard action	13 hours or until discharged; see text	Personal	UM:p.219
[V, S, M] TARGET: You; EFFECT: Gain 2d10+13 temporary hp.					
☐☐☐☐☐ Fear	Necromancy [Fear, Mind-Affecting, Emotion]	1 standard action	13 rounds or 1 round; see text	30 ft.	CR:p.281
[V, S, M] TARGET: Cone-shaped burst; EFFECT: An invisible cone of terror causes each living creature in the area to become panicked unless it succeeds on a Will save. [SR:Yes; DC:21, Will partial]					
☐☐☐☐☐ Invisibility (Greater)	Illusion (Glamour)	1 standard action	13 rounds [D]	Personal or touch	CR:p.302
[V, S] TARGET: You or creature touched; EFFECT: This spell functions like invisibility, except that it doesn't end if the subject attacks. [SR:Yes (harmless) or yes (harmless, object); DC:21, Will negates (harmless)]					
☐☐☐☐☐ Stoneskin	Abjuration, EarthSchool [MetalSchool]	1 standard action	130 minutes or until discharged	Touch	CR:p.349
[V, S, M] TARGET: Creature touched; EFFECT: The warded creature gains resistance to blows, cuts, stabs, and slashes. [SR:Yes (harmless); DC:21, Will negates (harmless)]					

LEVEL 5 / Per Day:7 / Caster Level:13

Name	School	Time	Duration	Range	Source
☐☐☐☐☐ Cone of Cold	Evocation, WaterSchool [Cold]	1 standard action	Instantaneous	60 ft.	CR:p.258
[V, S, M] TARGET: Cone-shaped burst; EFFECT: Cone of cold creates an area of extreme cold, originating at your hand and extending outward in a cone, dealing 13d6 points of cold damage. [SR:Yes; DC:22, Reflex half]					
☐☐☐☐☐ Dominate Person	Enchantment (Compulsion) [Mind-Affecting]	1 round	13 days	Close (55 ft.)	CR:p.274
[V, S] TARGET: One humanoid; EFFECT: You can control the actions of any humanoid creature through a telepathic link that you establish with the subject's mind. [SR:Yes; DC:22, Will negates]					
☐☐☐☐☐ Permanency	Universal	2 rounds	Permanent; see text	See text	CR:p.318
[V, S, M] TARGET: See text; EFFECT: This spell makes the duration of certain other spells permanent. 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]; [Sinking 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]					
☐☐☐☐☐ Rapid Repair	Transmutation [MetalSchool]	1 standard action	13 rounds	Touch	UM:p.234
[V, S, DF] TARGET: Construct touched; EFFECT: Construct gains fast healing 5. [SR:Yes (harmless); DC:22, Fortitude negates (harmless)]					
☐☐☐☐☐ Spell Resistance	Abjuration	1 standard action	13 minutes	Touch	CR:p.347
[V, S, DF] TARGET: Creature touched; EFFECT: The target gains spell resistance equal to 25. [SR:Yes (harmless); DC:22, Will negates (harmless)]					
☐☐☐☐☐ Telekinesis	Transmutation	1 standard action	Concentration [up to 13 rounds] or instant	Long (920 ft.)	CR:p.357
[V, S] TARGET: Or Targets see text; EFFECT: You move objects or creatures by concentrating on them. [SR:Yes (object); see text; DC:22, Will negates (object) or none; see text; Spell]					

LEVEL 6 / Per Day:5 / Caster Level:13

Name	School	Time	Duration	Range	Source
☐☐☐☐☐ Form of the Dragon I	Transmutation (Polymorph)	1 standard action	13 minutes [D]	Personal	CR:p.286
[V, S, M] TARGET: You; EFFECT: You become a Medium chromatic or metallic dragon. [SR:No; DC:23, See text]					
☐☐☐☐☐ Summon Monster VI	Conjuration, AirSchool, EarthSchool, FireSchool	1 round	13 rounds [D]	Close (55 ft.)	CR:p.352
[V, S, F/DF] TARGET: One summoned creature; EFFECT: This spell functions like summon monster I, except you can summon one creature from the 6th-level list, 1d3 creatures of the same kind from the 5th-level list, or 1d4+1 creatures of the same kind from a lower-level list. [SR:No]					
☐☐☐☐☐ True Seeing	Divination	1 standard action	13 minutes	Touch	CR:p.363
[V, S, M] TARGET: Creature touched; EFFECT: You confer on the subject the ability to see all things as they actually are. [SR:Yes (harmless); DC:23, Will negates (harmless)]					

* =Domain/Speciality Spell

Wayfinder Spell-like Abilities

At Will Light

Seraph
Human (Versatile Human)

RACE
18
AGE
Male
GENDER
VISION
Chaotic Neutral
ALIGNMENT
Right
DOMINANT HAND
5' 10"
HEIGHT
145 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: