

EQUIPMENT				
ITEM	LOCATION	QTY	WT / COST	
Headband of Alluring Charisma +2	Equipped	1	1 / 4,000	
Ring of the Ram	Equipped	1	0 / 8,600	
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Masterwork Dagger	Carried	1	1 / 302	
Masterwork Dagger	Equipped	1	1 / 302	
Ring of Protection +1	Equipped	1	0 / 2,000	
Outfit (Cold-Weather)	Equipped	1	7 / 0	
+5 circumstance bonus on Fortitude saves vs cold weather				
Voidfrost Robes	Equipped	1	1 / 11,000	
Grants cold resistance 5 and +1 caster level to all spells with the cold descriptor.				
Cloak of Resistance +2	Equipped	1	1 / 4,000	
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	
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1 to 5 missiles that do 1d4+1 damage each.				
Potion of Cure Light Wounds	Carried	2	0 (0) / 50 (100)	
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Cures 1d8+1 points of damage				
Potion of Cure Light Wounds	Equipped	1	0 / 50	
Cures 1d8+1 points of damage				
Wand of Cure Moderate Wounds	Equipped	1	NaN / 4,500	
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When laying your hand upon a living creature, you channel positive energy that cures 2d8+level [max 10] points of damage.				
Wand of Remove Curse	Equipped	1	NaN / 2,025	
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Wand of Ray of Enfeeblement	Equipped	1	NaN / 750	
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A coruscating ray springs from your hand, the subject takes a penalty to Strength equal to 1d6+1/two level, max +5.				
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				
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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.				
Ioun Stone, Pink Rhomboid	Equipped	1	0 / 8,000	
Scroll (Resurrection)	Carried	1	NaN / 12,275	
Medlance	Carried	1	0 / 500	
Capacity: 10 uses, Usage: disposable				
Wand of Grease	Carried	1	NaN / 750	
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A grease spell covers a solid surface with a layer of slippery grease.				
Potion of Cure Moderate Wounds	Carried	2	0 (0) / 300 (600)	
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Cures 2d8+3 points of damage				
Wand of Wind Wall	Carried	1	NaN / 11,250	
32 charges				
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Ron		1	1,000 / 200	
(Horse (Heavy))5 lbs., 1 Trauma Pack Plus				
Trauma Pack Plus	Ron	1	5 / 11,250	
Capacity: 5, Usage: 1 charge (disposable)				
Wand of Gust of Wind	Equipped	1	NaN / 1,620	
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Wand of Lightning Bolt	Equipped	1	NaN / 4,050	
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TOTAL WEIGHT CARRIED/VALUE		15,01 lbs.	92,425gp	

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					
Extremely Fashionable (Diplomacy)			[Paizo Inc. - Adventurer's Armory, p.332]		
Whenever you are wearing clothing and/or jewelry worth at least 150 gp (and not otherwise covered in gore, sewage, or other things that mar your overall look), you gain a +1 trait bonus on Bluff, Diplomacy, and Intimidate checks. One of these skills (your choice) is a class skill for you.					
Local Ties (Knowledge (Engineering))			[Paizo Publishing - Iron Gods Player's Guide, p.8]		
You have ties to a prominent local in the town of Torch-the missing wizard Khonnir Baine. If you're a wizard, alchemist, or other scholarly type, he may have been your tutor or teacher. If you're of a more martial bent, Khonnir could instead have been a friend or business associate of your mother, father, or patron. He may even have been your adoptive father, in which case you likely have a bond of friendship or rivalry with his adopted daughter Val (your GM has more information on her in this case if you wish to know more for your character's background). Your association with Khonnir has given you insight into how technology works. Choose Disable Device or Knowledge (engineering). You gain a +1 trait bonus on checks with this skill, and it is a class skill for you. In addition, you are treated as if you possessed the Technologist feat for the purposes of resolving checks associated with that skill. If you gain the Technologist feat, your trait bonus for the selected skill increases to +3.					
Outer Dragon Blood (magic)			[Paizo Inc. - People of the Stars, p.25]		
The blood of outer dragons courses through your veins, and you've inherited a portion of their magic. You gain Draconic as a bonus language. In addition, if you are a sorcerer with the draconic bloodline, you can select one of the outer dragon types for your bloodline powers; this affects your resistances and the type of energy damage dealt by a number of your abilities.					
Suspicious			[Paizo Inc. - Advanced Player's Guide, p.330]		
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]		
You gain the use of a 60-ft.-line breath weapon 1/day that deals 10d6 points of cold damage. Those caught in the breath receive a Reflex save for half damage (DC 21).					
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 (8x)			[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 9 rounds per day. These rounds do not need to be consecutive.					
Draconic Bloodline (Lunar)			[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 10 and a +2 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 10 points of Cold damage each time you take cold damage.	
Versatile Human	[Paizo Inc. - Advanced Race Guide, p.]
While they lack some of the training of other humans, the natural talents of versatile humans more than make up for this lack. Replace the +2 bonus to any ability score, the skilled racial trait, and the bonus feat racial trait with dual talent.	

Feats	
Additional Traits	[Paizo Inc. - 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.	
Great Fortitude	[Paizo Inc. - Core Rulebook, p.124]
You are resistant to poisons, diseases, and other deadly maladies.	
You get a +2 bonus on all Fortitude saving throws.	
Improved Initiative	[Paizo Inc. - Core Rulebook, p.127]
Your quick reflexes allow you to react quickly to danger.	
You get a +4 bonus on initiative checks.	
Toughness	[Paizo Inc. - Core Rulebook, p.135]
You have enhanced physical stamina.	
You gain +10 hit points.	
Eschew Materials	[Paizo Inc. - Core Rulebook, p.123]
You can cast many spells without needing to utilize minor material components.	
You can cast any spell with a material component costing 1 gp or less without needing that component. The casting of the spell still provokes attacks of opportunity as normal. If the spell requires a material component that costs more than 1 gp, you must have the material component on hand to cast the spell, as normal.	

Proficiencies

Sorcerer Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
KNOWN	10	8	7	6	4	1	—	—	—	—
PER DAY	at will	8	8	7	6	4	—	—	—	—
Concentration	+16									

LEVEL 0 / Per Day:0 / Caster Level:10

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.; **EFFECT:** 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]. **[SR:No]**

☐☐☐☐☐ Detect Magic	Divination	1 standard action	Concentration, up to 10 minutes [D]	60 ft.	CR:p.267
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[V, S] TARGET: Cone-shaped emanation; **EFFECT:** 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. **[SR:No]**

☐☐☐☐☐ Ghost Sound	Illusion (Figment)	1 standard action	10 rounds [D]	Close (50 ft.)	CR:p.289
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[V, S, M] TARGET: Illusory sounds; **EFFECT:** 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. **[SR:No; DC:16, Will disbelief]**

☐☐☐☐☐ Light	Evocation [Light, WoodSchool]	1 standard action	100 minutes	Touch	CR:p.304
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[V, MDF] TARGET: Object touched; **EFFECT:** 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. **[SR:No]**

☐☐☐☐☐ Mage Hand	Transmutation	1 standard action	Concentration	Close (50 ft.)	CR:p.306
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[V, S] TARGET: One nonmagical, unattended object weighing up to 5 lbs.; **EFFECT:** 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. **[SR:No]**

☐☐☐☐☐ Mending	Transmutation [MetalSchool]	10 minutes	Instantaneous	10 ft.	CR:p.312
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[V, S] TARGET: One object of up to 10 lb.; **EFFECT:** 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. **[SR:Yes (harmless, object); DC:16, Will negates (harmless, object)]**

☐☐☐☐☐ Message	Transmutation, AirSchool [Language-Depend	1 standard action	100 minutes	Medium (200 ft.)	CR:p.313
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[V, S, F] TARGET: 10 creatures; **EFFECT:** 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. **[SR:No]**

☐☐☐☐☐ Prestidigitation	Universal	1 standard action	1 hour	10 ft.	CR:p.325
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[V, S] TARGET: See text; **EFFECT:** 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. **[SR:No; DC:16, See text]**

☐☐☐☐☐ Ray of Frost (CL:11)	Evocation, WaterSchool [Cold]	1 standard action	Instantaneous	Close (50 ft.)	CR:p.330
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[V, S] TARGET: Ray; **EFFECT:** 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. **[SR:Yes]; CONCENTRATION:+17**

☐☐☐☐☐ Resistance	Abjuration	1 standard action	1 minute	Touch	CR:p.334
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[V, S, MDF] TARGET: Creature touched; **EFFECT:** 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. **[SR:Yes (harmless); DC:16, Will negates (harmless)]**

LEVEL 1 / Per Day:8 / Caster Level:10

Name	School	Time	Duration	Range	Source
☐☐☐☐☐ Enlarge Person	Transmutation	1 round	10 minutes [D]	Close (50 ft.)	CR:p.277

[V, S, M] TARGET: One humanoid creature; **EFFECT:** 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. **[SR:Yes; DC:17, Fortitude negates]**

☐☐☐☐☐ Grease	Conjuration, EarthSchool (Creation)	1 standard action	10 minutes [D]	Close (50 ft.)	CR:p.291
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[V, S, M] TARGET: One object or 10-ft. square; **EFFECT:** A grease spell covers a solid surface with a layer of slippery grease. Any creature in the area when the spell is cast must make a successful Reflex save or fall. A creature can walk within or through the area of grease at half normal speed with a DC 10 Acrobatics check. Failure means it can't move that round [and must then make a Reflex save or fall], while failure by 5 or more means it falls [see the Acrobatics skill for details]. Creatures that do not move on their turn do not need to make this check and are not considered flat-footed. The spell can also be used to create a greasy coating on an item. Material objects not in use are always affected by this spell, while an object wielded or employed by a creature requires its bearer to make a Reflex saving throw to avoid the effect. If the initial saving throw fails, the creature immediately drops the item. A saving throw must be made in each round that the creature attempts to pick up or use the greased item. A creature wearing greased armor or clothing gains a +10 circumstance bonus on Escape Artist checks and combat maneuver checks made to escape a grapple, and to their CMD to avoid being grappled. **[SR:No; DC:17, See text]**

☐☐☐☐☐ Mage Armor	Conjuration (Creation) [Force]	1 standard action	10 hours [D]	Touch	CR:p.306
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[V, S, F] TARGET: Creature touched; **EFFECT:** 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. **[SR:No; DC:17, Will negates (harmless)]**

☐☐☐☐☐ Magic Missile	Evocation [Force]	1 standard action	Instantaneous	Medium (200 ft.)	CR:p.309
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[V, S] TARGET: Up to five creatures, no two of which can be more than 15 ft. apart; **EFFECT:** 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. **[SR:Yes]**

☐☐☐☐☐ Ray of Enfeeblement	Necromancy	1 standard action	10 rounds	Close (50 ft.)	CR:p.329
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[V, S] TARGET: Ray; **EFFECT:** 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. **[SR:Yes; DC:17, Fortitude half]**

☐☐☐☐☐ Shield	Abjuration [Force]	1 standard action	10 minutes [D]	Personal	CR:p.342
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[V, S] TARGET: You; **EFFECT:** 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.

☐☐☐☐☐ Snowball	Conjuration (Creation) [Cold,Water]	1 standard action	Instantaneous	Close (50 ft.)	POTN:p.26
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[V,S] TARGET: One ball of ice and snow; **EFFECT:** 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:17, Fortitude partial]**

☐☐☐☐☐ Vanish	Illusion (Glamour)	1 standard action	5 rounds [D]	Touch	APG:p.253
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[V, S] TARGET: creature touched; **EFFECT:** 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. **[SR:Yes (harmless); DC:17, Will negates (harmless)]**

LEVEL 2 / Per Day:8 / Caster Level:10

Name	School	Time	Duration	Range	Source
☐☐☐☐☐ Cat's Grace	Transmutation [WoodSchool]	1 standard action	10 minutes	Touch	CR:p.252

[V, S, M] TARGET: Creature touched; **EFFECT:** 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. **[SR:Yes; DC:18, Will negates (harmless)]**

* =Domain/Specialty Spell

Sorcerer Spells

■■■■■	Glitterdust	Conjuration, EarthSchool (Creation) [MetalSc1	standard action	10 rounds	Medium (200 ft.)	CR:p.290
[V, S, M (ground mica)] TARGET: Creatures and objects within 10-ft.-radius spread; EFFECT: 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. [SR:No; DC:18, Will negates (blinding only)]						
■■■■■	Hideous Laughter	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	10 rounds	Close (50 ft.)	CR:p.296
[V, S, M] TARGET: One creature; see text; EFFECT: 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. [SR:Yes; DC:18, Will negates]						
■■■■■	Invisibility	Illusion (Glamour)	1 standard action	10 minutes [D]	Personal or touch	CR:p.301
[V, S, MDF] TARGET: You or a creature or object weighing no more than 1000 lbs.; EFFECT: 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. [SR:Yes (harmless) or yes (harmless, object); DC:18, Will negates (harmless) or Will negates (harmless, object)]						
■■■■■	Mirror Image	Illusion (Figment)	1 standard action	10 minutes	Personal	CR:p.314
[V, S] TARGET: You; EFFECT: 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].						
■■■■■	Resist Energy	Abjuration, AirSchool, EarthSchool, FireSchool	1 standard action	100 minutes	Touch	CR:p.334
[V, S, DF] TARGET: Creature touched; EFFECT: 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. [SR:Yes (harmless); DC:18, Fortitude negates (harmless)]						
■■■■■	Web	Conjuration (Creation) [WoodSchool]	1 standard action	100 minutes [D]	Medium (200 ft.)	CR:p.368
[V, S, M] TARGET: Webs in a 20-ft.-radius spread; EFFECT: 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. [SR:No; DC:18, Reflex negates; see text]						

LEVEL 3 / Per Day:7 / Caster Level:10

Name	School	Time	Duration	Range	Source
■■■■■	Dispel Magic	Abjuration	1 standard action	Instantaneous	Medium (200 ft.) CR:p.272
[V, S] TARGET: One spellcaster, creature, or object; EFFECT: You can use dispel magic to end one ongoing spell that has been cast on a creature or object, 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. [SR:No]					
■■■■■	Fireball	Evocation, FireSchool [Fire]	1 standard action	Instantaneous	Long (800 ft.) CR:p.283
[V, S, M] TARGET: 20-ft.-radius spread; EFFECT: 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. [SR:Yes; DC:19, Reflex half]					
■■■■■	Fly	Transmutation, AirSchool	1 standard action	10 minutes	Touch CR:p.284
[V, S, F] TARGET: Creature touched; EFFECT: The subject can fly at a speed of 60 feet [or 40 feet if it wears medium or heavy armor, or if it carries a medium 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. [SR:Yes (harmless); DC:19, Will negates (harmless)]					
■■■■■	Haste	Transmutation	1 standard action	10 rounds	Close (50 ft.) CR:p.293
[V, S, M] TARGET: 10 creatures, no two of which can be more than 30 ft. apart; EFFECT: The transmuted creatures move and act more quickly than normal. This extra speed has several effects. When making a full attack action, a hastened 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 hastened 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 hastened 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. [SR:Yes (harmless); DC:19, Fortitude negates (harmless)]					
■■■■■	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 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. [SR:Yes; DC:19, Reflex half]					
■■■■■	Slow	Transmutation	1 standard action	10 rounds	Close (50 ft.) CR:p.344
[V, S, M] TARGET: 10 creatures, no two of which can be more than 30 ft. apart; EFFECT: 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. [SR:Yes; DC:19, Will negates]					

LEVEL 4 / Per Day:6 / Caster Level:10

Name	School	Time	Duration	Range	Source
■■■■■	Dimension Door	Conjuration (Teleportation)	1 standard action	Instantaneous	Long (800 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. 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 the spell simply fails. [SR:No and yes (object); DC:20, None and Will negates (object)]					
■■■■■	Dragon's Breath (CL:11)	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: 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] ; CONCENTRATION: +17					
■■■■■	Fear	Necromancy [Fear, Mind-Affecting, Emotion]	1 standard action	10 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. 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]					
■■■■■	Invisibility (Greater)	Illusion (Glamour)	1 standard action	10 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:20, Will negates (harmless)]					
* =Domain/Specialty Spell					

Sorcerer Spells					
LEVEL 5 / Per Day:4 / Caster Level:10					
Name	School	Time	Duration	Range	Source
☐☐☐☐Cone of Cold (CL:11)	Evocation, WaterSchool [Cold]	1 standard action	Instantaneous	60 ft.	CR:p.258
[V, S, M] TARGET: Cone-shaped burst; <i>EFFECT</i> : 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] ; <i>CONCENTRATION</i> :+17					
* =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: