

Lighthouse Kid

CHARACTER NAME

Sorcerer 7

CLASS

7 / 6

Character Level / CR

35000 / 51000

EXP / NEXT LEVEL

shane

PLAYER NAME

Gnome

RACE

29

AGE

Small / 5 ft.

SIZE / FACE

Male

GENDER

DEITY

3' 5"

HEIGHT

Blue

EYES

None

REGION

37 lbs.

WEIGHT

Blue, Shaggy

HAIR

Neutral Good

ALIGNMENT

Low-Light

VISION

POINTS



ABILITY NAME	ABILITY SCORE	EQUIPPED SCORE	ABILITY MODIFIER	ABILITY DAMAGE	PENALTY
STR Strength	8		-1		
DEX Dexterity	8		-1		
CON Constitution	14		+2		
INT Intelligence	14		+2		
WIS Wisdom	10		+0		
CHA Charisma	19		+4		

HP hit points	51	WOUNDS/CURRENT HP										
AC armor class	11	11	11	11	= 10							
TOTAL		FLAT		TOUCH		BASE						
INITIATIVE modifier		+3	=	-1	+	+4						
		TOTAL		DEX MODIFIER		MISC MODIFIER						
BASE ATTACK bonus		+3										

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	Conditional Modifiers +2 vs. illusion spells or effects
FORTITUDE (constitution)	+5	+2	+2	+1	+0	+0		
REFLEX (dexterity)	+2	+2	-1	+1	+0	+0		
WILL (wisdom)	+6	+5	+0	+1	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+3	+3	-1	+1	+0	+0	
RANGED attack bonus	+3	+3	-1	+1	+0	+0	
CMB attack bonus	+1	+3	-1	+0	-1		

	GRAPPLE	TRIP	DISARM	SUNDER	BULL RUSH	OVERRUN
Offense	+1	+1	+1	+1	+1	+1
Defense	11	11	11	11	11	11

Touch Attack (Ray)	TOTAL ATTACK BONUS	DAMAGE	CRIT / MULT	REACH
Ray	+2	As Spell	20 /x2	0 ft.

*: weapon is equipped

1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Ring of Protection +1		+1		+0	0

TOTAL SKILLPOINTS: 28		SKILLS		MAX RANKS: 7/7	
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓ Acrobatics	DEX	-1		-1	
✓ Acrobatics (Jump)	DEX	-5		-1	+ -4
✓ Appraise	INT	6		2	+ 1 + 3
✓ Bluff	CHA	4		4	
✓ Climb	STR	-1		-1	
✓ Craft (Untrained)	INT	2		2	
✓ Diplomacy	CHA	4		4	
✓ Disguise	CHA	4		4	
✓ Escape Artist	DEX	-1		-1	
✓ Fly	DEX	1		-1	+ 2
✓ Heal	WIS	0		0	
✓ Intimidate	CHA	8		4	+ 1 + 3
Knowledge (Arcana)	INT	12		2	+ 7 + 3
Knowledge (Dungeoneering)	INT	3		2	+ 1
Knowledge (Local)	INT	3		2	+ 1
✓ Perception	WIS	8		0	+ 6 + 2
✓ Perform (Untrained)	CHA	4		4	
✓ Ride	DEX	-1		-1	
✓ Sense Motive	WIS	1		0	+ 1
Spellcraft	INT	15		2	+ 7 + 6
✓ Stealth	DEX	3		-1	+ 4
✓ Survival	WIS	5		0	+ 1 + 4
✓ Swim	STR	-1		-1	
Use Magic Device	CHA	13		4	+ 5 + 4
				=	+ +
				=	+ +
































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

Elemental Ray

Uses per Day

□□□□□□

Elemental Ray (Sp):You can unleash an elemental ray as a standard action, targeting any foe within 30 feet as a ranged touch attack. This ray deals 1d6+3 points of fire damage. You can use this ability 7 times per day. [Paizo Publishing - Core Rulebook, p.76]

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Ring of Protection +1	Equipped	1	0	2,000
Cloak of Resistance +1	Equipped	1	1	1,000
Wand of Magic Missile	Carried	1	0.1	750
                            				
Potion of Cure Light Wounds		3	0 (0)	50 (150)
Cures 1d8+1 points of damage 				
Potion of Cure Moderate Wounds		1	0	300
Cures 2d8+3 points of damage 				
TOTAL WEIGHT CARRIED/VALUE			1.06 / 4,200 lbs. gp	

WEIGHT ALLOWANCE					
Light	20	Medium	40	Heavy	60
Lift over head	60	Lift off ground	120	Push / Drag	300

LANGUAGES
Common, Dwarven, Gnome, Orc, Sylvan

Traits	
Dangerously Curious	[Paizo Publishing – Character Traits Web Enhancement, p.5]
<p>You have always been intrigued by magic, possibly because you were the child of a magician or priest. You often snuck into your parent's laboratory or shrine to tinker with spell components and magic devices, and often caused quite a bit of damage and headaches for your parent as a result.</p>	
Poverty–Stricken	[Paizo Publishing – Character Traits Web Enhancement, p.6]
<p>Your childhood was tough, and your parents had to make every copper piece count. Hunger was your constant companion, and you often had to live off the land or sleep in the wild.</p>	

Elemental Ray (Sp) [Paizo Publishing – Core Rulebook, p.76]
 You can unleash an elemental ray as a standard action, targeting any foe within 30 feet as a ranged touch attack. This ray deals 1d6+3 points of fire damage. You can use this ability 7 times per day.





Special Qualities	
Bloodline Arcana	[Paizo Publishing – Core Rulebook, p.75]
Whenever you cast a spell that deals energy damage, you can change the type of damage to fire. This also changes the spell's type to Fire.	
Cantrips	[Paizo Publishing – 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.	
Defensive Training (Ex)	[Paizo Publishing – Core Rulebook, p.23]
Gnomes get a +4 dodge bonus to AC against monsters of the giant type.	
Elemental Bloodline (Fire)	[Paizo Publishing – Core Rulebook, p.75]
The power of the elements resides in you, and at times you can hardly control its fury. This influence comes from an elemental outsider in your family history or a time when you or your relatives were exposed to a powerful elemental force.	
Gnome Magic (Sp)	[Paizo Publishing – Core Rulebook, p.23]
Gnomes add +1 to the DC of any saving throws against illusion spells that they cast. Gnomes with a Charisma of 11 or higher also gain spell-like abilities.	
Hatred (Ex)	[Paizo Publishing – Core Rulebook, p.23]
Gnomes receive a +1 bonus on attack rolls against humanoid creatures of the reptilian and goblinoid subtypes due to special training against these hated foes.	
Illusion Resistance (Ex)	[Paizo Publishing – Core Rulebook, p.23]
Gnomes get a +2 racial saving throw bonus against illusion spells or effects.	
Keen Senses (Ex)	[Paizo Publishing – Core Rulebook, p.23]
Gnomes receive a +2 bonus on Perception skill checks.	
Low-Light Vision (Ex)	[Paizo Publishing – Core Rulebook]
You can see 2x as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-light vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.	
Obsessive (Ex)	[Paizo Publishing – Core Rulebook, p.23]
Gnomes receive a +2 racial bonus on a Craft or Profession skill of their choice.	
Resistance to Fire (Ex)	[Paizo Publishing – Bestiary, p.303]
You may ignore 10 points of Fire damage each time you take fire damage.	
Weapon Familiarity (Ex)	[Paizo Publishing – Core Rulebook, p.23]
Gnomes treat any weapon with the word "gnome" in its name as a martial weapon.	

Feats	
Combat Casting	[Paizo Publishing – Core Rulebook, p.119]
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.	
Empower Spell	[Paizo Publishing – Core Rulebook, p.122]
All variable, numeric effects of an empowered spell are increased by half including bonuses to those dice rolls. Saving throws and opposed rolls are not affected, nor are spells without random variables. An empowered spell uses up a spell slot two levels higher than the spell's actual level.	
Improved Initiative	[Paizo Publishing – Core Rulebook, p.127]
You get a +4 bonus on initiative checks.	
Skill Focus (Spellcraft)	[Paizo Publishing – Core Rulebook, p.134]
You get a +3 bonus on all checks involving the chosen skill. If you have 10 or more ranks in that skill, this bonus increases to +6.	
Spell Focus (Evocation)	[Paizo Publishing – Core Rulebook, p.134]
Add +1 to the Difficulty Class for all saving throws against spells from the school of magic you select.	
Simple Weapon Proficiency	[Paizo Publishing – Core Rulebook, p.133]
You make attack rolls with simple weapons without penalty.	
Eschew Materials (Granted)	[Paizo Publishing – Core Rulebook, p.123]
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
Blowgun, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Grapple, Javelin, Longspear, Mace (Heavy), Mace (Light), Morningstar, Quarterstaff, Rock, Shortspear, Sickle, Sling, Spear, Spells (Ray), Spells (Touch), Unarmed Strike

TEMPLATES

Innate Racial Spells








Name	Save Information	Time	Duration	Range	Comp.	Source
 Dancing Lights <i>School:</i> Evocation (Light) <i>Effect:</i> You create up to four lights that resemble lanterns or torches.	<i>SR:</i> No	1 standard action	1 minute [D]	Medium (170 ft.)	V, S	PFCR: p.263
		<i>Target:</i> Up to four lights, all within a 10-ft.-radius area			<i>Caster Level:</i> 7	<i>Concentration:</i> +7
 Ghost Sound <i>School:</i> Illusion (Figment) <i>Effect:</i> Ghost sound allows you to create a volume of sound that rises, recedes, approaches, or	DC: 14, Will disbelief <i>SR:</i> No	1 standard action	7 rounds [D]	Close (40 ft.)	V, S, M	PFCR: p.289
		<i>Target:</i> Illusory sounds remains at a fixed place.			<i>Caster Level:</i> 7	<i>Concentration:</i> +7
 Prestidigitation <i>School:</i> Universal <i>Effect:</i> Prestidigitations are minor tricks that novice spellcasters use for practice.	DC: 14, See text <i>SR:</i> No	1 standard action	1 hour	10 ft.	V, S	PFCR: p.325
		<i>Target:</i> See text			<i>Caster Level:</i> 7	<i>Concentration:</i> +7
 Speak with Animals <i>School:</i> Divination <i>Effect:</i> You can ask questions of and receive answers from animals, but the spell doesn't make them any more friendly than normal.	<i>SR:</i>	1 standard action	7 minutes	Personal	V, S	PFCR: p.346
		<i>Target:</i> You			<i>Caster Level:</i> 7	<i>Concentration:</i> +7

* =Domain/Speciality Spell







Sorcerer Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
KNOWN	7	6	4	3	—	—	—	—	—	—
PER DAY	at will	7	7	5	—	—	—	—	—	—
Concentration	+11									





LEVEL 0

Name	Save Information	Time	Duration	Range	Comp.	Source
 Acid Splash		1 standard action	Instantaneous	Close (40 ft.)	V, S	PFCR: p.239
<i>School:</i> Conjunction (Creation) [Acid]	SR: No	<i>Target:</i> One missile of acid			<i>Caster Level:</i> 7	<i>Concentration:</i> +11
<i>Effect:</i> You fire a small orb of acid at the target dealing 1d3 points of acid damage.						
 Arcane Mark		1 standard action	Permanent	Touch	V, S	PFCR: p.244
<i>School:</i> Universal	SR: No	<i>Target:</i> One personal rune or mark, all of which must fit within 1 sq. ft.			<i>Caster Level:</i> 7	<i>Concentration:</i> +11
<i>Effect:</i> This spell allows you to inscribe your personal rune or mark.						
 Detect Magic		1 standard action	Concentration, up to 7 minutes [D]	60 ft.	V, S	PFCR: p.267
<i>School:</i> Divination	SR: No	<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 7	<i>Concentration:</i> +11
<i>Effect:</i> You detect magical auras.						
 Detect Poison		1 standard action	Instantaneous	Close (40 ft.)	V, S	PFCR: p.268
<i>School:</i> Divination	SR: No	<i>Target:</i> Or Area one creature, one object, or a 5-ft. cube			<i>Caster Level:</i> 7	<i>Concentration:</i> +11
<i>Effect:</i> You determine whether a creature, object, or area has been poisoned or is poisonous.						
 Mage Hand		1 standard action	Concentration	Close (40 ft.)	V, S	PFCR: p.306
<i>School:</i> Transmutation	SR: No	<i>Target:</i> One nonmagical, unattended object weighing up to 5 lbs.			<i>Caster Level:</i> 7	<i>Concentration:</i> +11
<i>Effect:</i> You point your finger at an object and can lift it and move it at will from a distance.						
 Message		1 standard action	70 minutes	Medium (170 ft.)	V, S, F	PFCR: p.313
<i>School:</i> Transmutation [Language-Dependent]	SR: No	<i>Target:</i> 7 creatures			<i>Caster Level:</i> 7	<i>Concentration:</i> +11
<i>Effect:</i> You can whisper messages and receive whispered replies.						
 Read Magic		1 standard action	70 minutes	Personal	V, S, F	PFCR: p.330
<i>School:</i> Divination	SR:	<i>Target:</i> You			<i>Caster Level:</i> 7	<i>Concentration:</i> +11
<i>Effect:</i> You can decipher magical inscriptions on objects--books, scrolls, weapons, and the like--that would otherwise be unintelligible.						




LEVEL 1

Name	Save Information	Time	Duration	Range	Comp.	Source
 Burning Hands	DC: 16, Reflex half	1 standard action	Instantaneous	15 ft.	V, S	PFCR: p.251
<i>School:</i> Evocation [Fire]	SR: Yes	<i>Target:</i> Cone-shaped burst			<i>Caster Level:</i> 7	<i>Concentration:</i> +11
<i>Effect:</i> A cone of searing flame shoots from your fingertips dealing 5d4 points of fire damage to any creature in the effect area.						
 Feather Fall	DC: 15, Will negates (harmless) or Will negates (object);	1 immediate action	Until landing or 7 rounds	Close (40 ft.)	V	PFCR: p.281
<i>School:</i> Transmutation	SR: Yes (object)	<i>Target:</i> 7 Medium or smaller freefalling objects or creatures, no two of which may be more than 20 ft. apart			<i>Caster Level:</i> 7	<i>Concentration:</i> +11
<i>Effect:</i> The affected creatures or objects fall slowly.						
 Magic Missile		1 standard action	Instantaneous	Medium (170 ft.)	V, S	PFCR: p.309
<i>School:</i> Evocation [Force]	SR: Yes	<i>Target:</i> Up to five creatures, no two of which can be more than 15 ft. apart			<i>Caster Level:</i> 7	<i>Concentration:</i> +11
<i>Effect:</i> 4 missiles that do 1d4+1 damage each.						
 Obscuring Mist		1 standard action	7 minutes [D]	20 ft.	V, S	PFCR: p.317
<i>School:</i> Conjunction (Creation)	SR: No	<i>Target:</i> Cloud spreads in 20-ft. radius from you, 20 ft. high			<i>Caster Level:</i> 7	<i>Concentration:</i> +11
<i>Effect:</i> A misty, stationary vapor arises around you obscuring all sight, including darkvision, beyond 5 feet.						
 Protection from Evil	DC: 15, Will negates (harmless)	1 standard action	7 minutes [D]	Touch	V, S, M/DF	PFCR: p.327
<i>School:</i> Abjuration [Good]	SR: No; see text	<i>Target:</i> Creature touched			<i>Caster Level:</i> 7	<i>Concentration:</i> +11
<i>Effect:</i> This spell wards a creature from attacks by evil creatures, from mental control, and from summoned creatures.						
 Shield		1 standard action	7 minutes [D]	Personal	V, S	PFCR: p.342
<i>School:</i> Abjuration [Force]	SR:	<i>Target:</i> You			<i>Caster Level:</i> 7	<i>Concentration:</i> +11
<i>Effect:</i> Shield creates an invisible shield of force that hovers in front of you.						

LEVEL 2





Name	Save Information	Time	Duration	Range	Comp.	Source
 Continual Flame		1 standard action	Permanent	Touch	V, S, M	PFCR: p.260
<i>School:</i> Evocation [Light]	SR: No	<i>Target:</i> Object touched			<i>Caster Level:</i> 7	<i>Concentration:</i> +11
<i>Effect:</i> A flame, equivalent in brightness to a torch, springs forth from an object that you touch.						
 False Life		1 standard action	7 hours or until discharged; see text	Personal	V, S, M	PFCR: p.280
<i>School:</i> Necromancy	SR:	<i>Target:</i> You			<i>Caster Level:</i> 7	<i>Concentration:</i> +11
<i>Effect:</i> You harness the power of unlife to grant yourself a limited ability to avoid death.						
 Flaming Sphere	DC: 17, Reflex negates	1 standard action	7 rounds	Medium (170 ft.)	V, S, M/DF	PFCR: p.283
<i>School:</i> Evocation [Fire]	SR: Yes	<i>Target:</i> 5-ft.-diameter sphere			<i>Caster Level:</i> 7	<i>Concentration:</i> +11
<i>Effect:</i> A burning globe of fire rolls in whichever direction you point and burns those it strikes.						
 Scorching Ray		1 standard action	Instantaneous	Close (40 ft.)	V, S	PFCR: p.337
<i>School:</i> Evocation [Fire]	SR: Yes	<i>Target:</i> One or more rays			<i>Caster Level:</i> 7	<i>Concentration:</i> +11
<i>Effect:</i> You blast your enemies with up to 2 searing beams of fire dealing 4d6 points of fire damage.						

LEVEL 3

Name	Save Information	Time	Duration	Range	Comp.	Source
 Fireball	DC: 18, Reflex half	1 standard action	Instantaneous	Long (680 ft.)	V, S, M	PFCR: p.283
<i>School:</i> Evocation [Fire]	SR: Yes	<i>Target:</i> 20-ft.-radius spread			<i>Caster Level:</i> 7	<i>Concentration:</i> +11
<i>Effect:</i> A fireball spell generates a searing explosion of flame that detonates with a low roar and deals 7d6 points of fire damage to every creature within the area.						
 Protection from Energy	DC: 17, Fortitude negates (harmless)	1 standard action	70 minutes or until discharged	Touch	V, S, DF	PFCR: p.327
<i>School:</i> Abjuration	SR: Yes (harmless)	<i>Target:</i> Creature touched			<i>Caster Level:</i> 7	<i>Concentration:</i> +11
<i>Effect:</i> Protection from energy grants temporary immunity to the type of energy you specify when you cast it.						
 Slow	DC: 17, Will negates	1 standard action	7 rounds	Close (40 ft.)	V, S, M	PFCR: p.344
<i>School:</i> Transmutation	SR: Yes	<i>Target:</i> 7 creatures, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 7	<i>Concentration:</i> +11
<i>Effect:</i> An affected creature moves and attacks at a drastically slowed rate.						

* =Domain/Specialty Spell

Innate

-  Dancing Lights (DC:)
-  Ghost Sound (DC:14)
-  Prestidigitation (DC:14)
-  Speak with Animals (DC:)

Lighthouse Kid



Gnome
RACE
29
AGE
Male
GENDER
Low-Light
VISION
Neutral Good
ALIGNMENT
Right
DOMINANT HAND
3' 5"
HEIGHT
37 lbs.
WEIGHT
Blue
EYE COLOUR
Orange
SKIN COLOUR
Blue, Shaggy
HAIR
PHOBIAS
,
PERSONALITY TRAITS
INTERESTS
,
SPOKEN STYLE / CATCH PHRASE
RESIDENCE
LOCATION
None
REGION

Description: Biography:

Lighthouse is a gnomish sorcerer, about 29 years old. He doesn't remember much before his 21st year, though. His first real memory is of a half-Orc woman hauling him away from the ruins of the old lighthouse, and pain in his shattered hips.

He spent the majority of the next year healing, hiding in the same ruins and surviving on the berries and hunted meat that the half-Orc brought him from the surrounding forest. He eventually gained some mobility back, and was able to hobble slowly around town leaning heavily on a walking stick. His magical abilities manifested early, starting with the ability to set small fires to keep him and the half-Orc warm in the winter.

The half-Orc became his constant companion. Carting him on her back, she was not only his best means of transportation, but his protector. When with him, the half-Orc was generally pacifist, unless the gnome was threatened. Then the spiked gauntlet that she wore would rarely miss.

Together, they became known as "the Lighthouse Kid and his Thug". Since he couldn't remember his name, and she couldn't communicate beyond a handful of grunts and half-words, the names stuck.

Lately, Lighthouse has been bitten by a bug to adventure. He's talked with other sorcerers passing through, when they would give him the time of day, and has given himself a runic tattoo. With the little bit of coin that they've managed to scrape together, they've purchased some basic adventuring gear, and they're ready to make a name for themselves.

Notes:

Character Sheet Notes: