

Lighthouse Kid

Character Name  
Sorcerer 13  
CLASS  
13 (12) 322160 / 445000  
Character Level (CR) EXP/NEXT LEVEL

shane

Player Name  
Gnome / Humanoid  
RACE  
29 Male  
AGE GENDER

None  
Region  
3' 5" / 37 lbs.  
Small / 5 ft. x 5 ft.  
SIZE / FACE  
HEIGHT / WEIGHT  
Blue, Shaggy  
EYES HAIR  
Neutral Good  
Alignment  
Low-Light Vision  
VISION  
Points

ABILITY NAME	ABILITY SCORE	EQUIPPED SCORE	ABILITY MODIFIER	ABILITY DAMAGE	PENALTY
STR Strength	8		-1		
DEX Dexterity	8	10	+0		
CON Constitution	14		+2		
INT Intelligence	14		+2		
WIS Wisdom	10		+0		
CHA Charisma	22	26	+8		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP
FORTITUDE (constitution)	+10	= +4	+2	+2	+2	+0	
REFLEX (dexterity)	+8	= +4	+0	+2	+2	+0	
WILL (wisdom)	+10	= +8	+0	+2	+0	+0	

Conditional Save Modifiers:  
+2 vs. illusion spells or effects  
Conditional Combat Modifiers:  
+4 dodge bonus to AC against monsters of the giant type.  
+1 bonus on attack rolls against humanoid creatures of the reptilian and goblinoid subtypes due to special training against these hated foes.

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+6/+1	= +6/+1	-1	+1	+0	0	
RANGED attack bonus	+7/+2	= +6/+1	+0	+1	+0	0	
CMB attack bonus	+4/-1	= +6/+1	-1	+0			
CMB	GRAPPLE +4/-1	TRIP +4/-1	DISARM +4/-1	SUNDER +4/-1	BULL RUSH +4	OVERRUN +4	
CMD	16	16	16	16	16	16	

*Quarterstaff +1;- (Small)	HAND	TYPE	SIZE	CRITICAL	REACH
	Two-Weapons	B/B	S	20/x2/2	5 ft.
TOTAL ATTACK BONUS	DAMAGE				
-1/-6;-1	1d4/-1				

*Quarterstaff +1;- (Small/Head 1 only)	HAND	TYPE	SIZE	CRITICAL	REACH
	Two-Weapons	B	S	20/x2	5 ft.
1H-P	To Hit	Dam	2W-P-(OH)	To Hit	Dam
	N/A	1d4		N/A	1d4
1H-O	N/A	1d4	2W-P-(OL)	+3/-2	1d4
2H	+7/+2	1d4	2W-OH	-1	1d4

*Quarterstaff +1;- (Small/Head 2 only)	HAND	TYPE	SIZE	CRITICAL	REACH
	Two-Weapons	B	S	20/x2	5 ft.
TOTAL ATTACK BONUS	DAMAGE				
+6/+1	1d4-1				

\*: 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
*Amulet of Natural Armor +1		+1	+0		0
*Bracers of Armor +2		+2	+0		0
*Ring of Protection +2		+2	+0		0

HP hit points	WOUNDS/CURRENT HP					SUBDUAL DAMAGE					DAMAGE REDUCTION			SPEED				
	93													Walk 20 ft.				
AC armor class	16	16	13	= 10	+ 2	+ 0	+ 0	+ 1	+ 1	+ 2	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	
	TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL ARMOR	DEFLECTION	DODGE	Morale	Insight	Sacred	Profane	MISC		
INITIATIVE modifier	+4	= +0	+ +4		0	+0	0											
	TOTAL	DEX MODIFIER	MISC MODIFIER	MISS CHANCE	Arcane Spell	ARMOR CHECK PENALTY	SPELL RESIST											

TOTAL SKILLPOINTS: 52		MAX RANKS: 13/13			
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓ Acrobatics	DEX	0	=	0	
✓ Acrobatics (Jump)	DEX	-4	=	0	+ -4
✓ Appraise	INT	7	=	2	+ 2 + 3
✓ Bluff	CHA	13	=	8	+ 2 + 3
✓ Climb	STR	-1	=	-1	
✓ Craft (Untrained)	INT	2	=	2	
✓ Diplomacy	CHA	9	=	8	+ 1
✓ Disguise	CHA	8	=	8	
✓ Escape Artist	DEX	0	=	0	
✓ Fly	DEX	8	=	0	+ 3 + 5
✓ Heal	WIS	0	=	0	
✓ Intimidate	CHA	12	=	8	+ 1 + 3
Knowledge (Arcana)	INT	16	=	2	+ 11 + 3
Knowledge (Dungeoneering)	INT	5	=	2	+ 3
Knowledge (Engineering)	INT	3	=	2	+ 1
Knowledge (Local)	INT	3	=	2	+ 1
Knowledge (Planes)	INT	6	=	2	+ 1 + 3
✓ Perception	WIS	15	=	0	+ 13 + 2
✓ Perform (Untrained)	CHA	8	=	8	
✓ Ride	DEX	0	=	0	
✓ Sense Motive	WIS	1	=	0	+ 1
Spellcraft	INT	28	=	2	+ 13 + 13
✓ Stealth	DEX	4	=	0	+ 4
✓ Survival	WIS	5	=	0	+ 1 + 4
✓ Swim	STR	-1	=	-1	
			=	+	+
			=	+	+

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

Elemental Blast
Uses per Day <input type="checkbox"/>
Elemental Blast (Su):You can unleash a blast of elemental power 1/day. This burst deals 13d6 points of fire damage. Those caught in the area receive a Reflex save for half damage (DC 24). Creatures that fail their save gain Vulnerability to Fire for 1 round. This power has a range of 60 feet. [Paizo Inc. - Core Rulebook, p.76]

Elemental Ray
Uses per Day <input type="checkbox"/>
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+6 points of fire damage You can use this ability 11 times per day. [Paizo Inc. - Core Rulebook, p.76]

EQUIPMENT			
ITEM	LOCATION	QTY	WT / COST
Amulet of Natural Armor +1	Equipped	1	0 / 2,000
Headband of Alluring Charisma +4	Equipped	1	1 / 16,000
Ring of Spell Storing	Equipped	1	0 / 50,000
Bracers of Armor +2	Equipped	1	1 / 4,000
Ring of Protection +2	Equipped	1	0 / 8,000
Quarterstaff +1;- (Small)	Equipped	1	2 / 2,300
Snakeskin Tunic	Equipped	1	0 / 8,000
(Shirt ( Ability Bonus (Enhancement)DEX +2/ Armor Bonus (Enhancement) (+1))), Enhancement bonus to armor class of +1, Enhancement bonus to ability DEX+2			
Cloak of Resistance +2	Equipped	1	1 / 4,000
Horse (Heavy)	Equipped	1	0 / 200
Ioun Stone (Pale lavender Ellipsoid)	Equipped	1	0 / 20,000
Absorbs spells of 4th level or lower			
Pearl of Power (1st Level)	Equipped	1	0 / 1,000
1 to 5 missiles that do 1d4+1 damage each.			
Wand of Magic Missile	Carried	1	0.1 / 750
1 to 5 missiles that do 1d4+1 damage each.			
Necklace of Fireballs I	Carried	1	1 / 1,650
Potion of Cure Moderate Wounds		1	0 / 300
Cures 2d8+3 points of damage			
Potion of Cure Light Wounds		3	0 (0) / 50 (150)
Cures 1d8+1 points of damage			
TOTAL WEIGHT CARRIED/VALUE		6.12 lbs.	118,350gp

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

MONEY	
	Total= 0 gp

MAGIC
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Languages
Common, Dwarven, Gnome, Orc, Sylvan

Other Companions
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Traits	
Dangerously Curious	[Paizo Inc. - Advanced Player's Guide, p.329]
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. You gain a +1 trait bonus on Use Magic Device checks, and Use Magic Device is always a class skill for you.	
Poverty-Stricken	[Paizo Inc. - Advanced Player's Guide, p.330]
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. You gain a +1 trait bonus on Survival checks, and Survival is always a class skill for you.	

Special Attacks	
Elemental Blast (Su)	[Paizo Inc. - Core Rulebook, p.76]
You can unleash a blast of elemental power 1/day. This burst deals 13d6 points of fire damage. Those caught in the area receive a Reflex save for half damage (DC 24).	

Creatures that fail their save gain Vulnerability to Fire for 1 round. This power has a range of 60 feet.

Elemental Ray (Sp)	[Paizo Inc. - 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+6 points of fire damage You can use this ability 11 times per day.	

Special Qualities	
Bloodline Arcana	[Paizo Inc. - 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 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.	
Defensive Training (Ex)	[Paizo Inc. - Core Rulebook, p.23]
Gnomes get a +4 dodge bonus to AC against monsters of the giant type.	
Elemental Bloodline (Fire)	[Paizo Inc. - 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 Inc. - 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 Inc. - 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 Inc. - Core Rulebook, p.23]
Gnomes get a +2 racial saving throw bonus against illusion spells or effects.	
Keen Senses (Ex)	[Paizo Inc. - Core Rulebook, p.23]
Gnomes receive a +2 bonus on Perception skill checks.	
Low-Light Vision (Ex)	[Paizo Inc. - Bestiary]
You can see x2 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 Inc. - Core Rulebook, p.23]
Gnomes receive a +2 racial bonus on a Craft or Profession skill of their choice.	
Resistance to Fire (Ex)	[Paizo Inc. - Bestiary, p.303]
You may ignore 20 points of Fire damage each time you take fire damage.	
Weapon Familiarity (Ex)	[Paizo Inc. - Core Rulebook, p.23]
Gnomes treat any weapon with the word "gnome" in its name as a martial weapon.	

Feats	
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.	
Craft Magic Arms and Armor	[Paizo Inc. - Core Rulebook, p.120]
You can create magic armor, shields, or weapons.	
You can create magic weapons, armor, or shields. Enhancing a weapon, suit of armor, or shield takes 1 day for each 1,000 gp in the price of its magical features. To enhance a weapon, suit of armor, or shield, you must use up raw materials costing half of this total price. See the magic item creation rules in Chapter 15 for more information. The weapon, armor, or shield to be enhanced must be a masterwork item that you provide. Its cost is not included in the above cost. You can also mend a broken magic weapon, suit of armor, or shield if it is one that you could make. Doing so costs half the raw materials and half the time it would take to craft that item in the first place.	
Empower Spell	[Paizo Inc. - Core Rulebook, p.122]
You can increase the power of your spells, causing them to deal more damage.	
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.	
<b>Great Fortitude</b>	[Paizo Inc. - Core Rulebook, p.124]
You are resistant to poisons, diseases, and other deadly maladies. You get a +2 bonus on all Fortitude saving throws.	
<b>Improved Initiative</b>	[Paizo Inc. - Core Rulebook, p.127]
Your quick reflexes allow you to react quickly to danger. You get a +4 bonus on initiative checks.	
<b>Lightning Reflexes</b>	[Paizo Inc. - Core Rulebook, p.130]
You have faster reflexes than normal. You get a +2 bonus on all Reflex saving throws.	
<b>Magical Aptitude</b>	[Paizo Inc. - Core Rulebook, p.130]
You are skilled at spellcasting and using magic items. You get a +2 bonus on all Spellcraft checks and Use Magic Device checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.	
<b>Minor Spell Expertise</b>	[Paizo Inc. - Advanced Player's Guide, p.165]
You are able to cast a 1st-level spell as a spell-like ability. Choose one 1st-level spell that you know. You may cast that spell twice per day as a spell-like ability. The caster level for this spell-like ability is equal to your caster level in the class from whose spell list the spell is taken. The spell-like ability's save DC is Charisma-based. If the spell has an expensive focus or material component, it may not be chosen for this feat. You cannot apply metamagic feats to this spell.	
<b>Selective Spell</b>	[Paizo Inc. - Advanced Player's Guide, p.168]
Your allies need not fear friendly fire. When casting a selective spell with an area effect and a duration of instantaneous, you can choose a number of targets in the area equal to the ability score modifier used to determine bonus spells of the same type (Charisma for bards, oracles, paladins, sorcerers, and summoners; Intelligence for witches and wizards; Wisdom for clerics, druids, inquisitors, and rangers). These targets are excluded from the effects of your spell. A selective spell uses up a spell slot one level higher than the spell's actual level. Spells that do not have an area of effect do not benefit from this feat.	
<b>Skill Focus (Spellcraft)</b>	[Paizo Inc. - Core Rulebook, p.134]
You are particularly adept at your chosen skill. 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.	
<b>Eschew Materials</b>	[Paizo Inc. - Core Rulebook, p.123]
You can cast many spells without needing to utilize minor material components. You can cast any spell with a material component costing 1 gp or less without needing that component. The casting of the spell still provokes attacks of opportunity as normal. If the spell requires a material component that costs more than 1 gp, you must have the material component on hand to cast the spell, as normal.	

Proficiencies
Bayonet, Blowgun, Cestus, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Grapple, Javelin, Longspear, Mace (Heavy), Mace (Light), Mere Club, Morningstar, Quarterstaff, Rock, Shortspear, Sickle, Sling, Spear, Spear (Boar), Spells (Ray), Spells (Touch), Splash Weapon, Stake, Unarmed Strike

## Innate Racial Spells

Name	School	Time	Duration	Range	Source
<input type="checkbox"/> <a href="#">Dancing Lights</a>	Evocation [Light]	1 standard action	1 minute [D]	Medium (230 ft.)	CR:p.263
[V, S] TARGET: Up to four lights, all within a 10-ft.-radius area; <b>EFFECT:</b> You create up to four lights that resemble lanterns or torches. [SR:No]					
<input type="checkbox"/> <a href="#">Ghost Sound</a>	Illusion (Figment)	1 standard action	13 rounds [D]	Close (55 ft.)	CR:p.289
[V, S, M] TARGET: Illusory sounds; <b>EFFECT:</b> Ghost sound allows you to create a volume of sound that rises, recedes, approaches, or remains at a fixed place. [SR:No; DC:18, Will disbelief]					
<input type="checkbox"/> <a href="#">Prestidigitation</a>	Universal	1 standard action	1 hour	10 ft.	CR:p.325
[V, S] TARGET: See text; <b>EFFECT:</b> Prestidigitations are minor tricks that novice spellcasters use for practice. [SR:No; DC:18, See text]					
<input type="checkbox"/> <a href="#">Speak with Animals</a>	Divination	1 standard action	13 minutes	Personal	CR:p.346
[V, S] TARGET: You; <b>EFFECT:</b> You can ask questions of and receive answers from animals, but the spell doesn't make them any more friendly than normal.					

\* =Domain/Specialty Spell

## Sorcerer Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
KNOWN	9	6	6	5	5	4	3	—	—	—
PER DAY	at will	8	8	8	8	7	5	—	—	—
Concentration	+21									

### LEVEL 0 / Per Day:0 / Caster Level:13

Name	School	Time	Duration	Range	Source
<input type="checkbox"/> <a href="#">Acid Splash</a>	Conjuration, EarthSchool (Creation) [Acid]	1 standard action	Instantaneous	Close (55 ft.)	CR:p.239
[V, S] TARGET: One missile of acid; <b>EFFECT:</b> You fire a small orb of acid at the target dealing 1d3 points of acid damage. [SR:No]					
<input type="checkbox"/> <a href="#">Arcane Mark</a>	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.; <b>EFFECT:</b> This spell allows you to inscribe your personal rune or mark. [SR:No]					
<input type="checkbox"/> <a href="#">Detect Magic</a>	Divination	1 standard action	Concentration, up to 13 minutes [D]	60 ft.	CR:p.267
[V, S] TARGET: Cone-shaped emanation; <b>EFFECT:</b> You detect magical auras. [SR:No]					
<input type="checkbox"/> <a href="#">Detect Poison</a>	Divination	1 standard action	Instantaneous	Close (55 ft.)	CR:p.268
[V, S] TARGET: Or Area one creature, one object, or a 5-ft. cube; <b>EFFECT:</b> You determine whether a creature, object, or area has been poisoned or is poisonous. [SR:No]					
<input type="checkbox"/> <a href="#">Mage Hand</a>	Transmutation	1 standard action	Concentration	Close (55 ft.)	CR:p.306
[V, S] TARGET: One nonmagical, unattended object weighing up to 5 lbs.; <b>EFFECT:</b> You point your finger at an object and can lift it and move it at will from a distance. [SR:No]					
<input type="checkbox"/> <a href="#">Mending</a>	Transmutation	10 minutes	Instantaneous	10 ft.	CR:p.312
[V, S] TARGET: One object of up to 13 lb.; <b>EFFECT:</b> This spell repairs damaged objects, restoring 1d4 hit points to the object. [SR:Yes (harmless, object); DC:18, Will negates (harmless, object)]					
<input type="checkbox"/> <a href="#">Message</a>	Transmutation, AirSchool [Language-Depend	1 standard action	130 minutes	Medium (230 ft.)	CR:p.313
[V, S, F] TARGET: 13 creatures; <b>EFFECT:</b> You can whisper messages and receive whispered replies. [SR:No]					
<input type="checkbox"/> <a href="#">Read Magic</a>	Divination	1 standard action	130 minutes	Personal	CR:p.330
[V, S, F] TARGET: You; <b>EFFECT:</b> You can decipher magical inscriptions on objects--books, scrolls, weapons, and the like--that would otherwise be unintelligible.					
<input type="checkbox"/> <a href="#">Spark</a>	Evocation, FireSchool [Fire]	1 standard action	Instantaneous	Close (55 ft.)	APG:p.246
[V or S] TARGET: one Fine object; <b>EFFECT:</b> Ignites flammable objects. [SR:Yes (object); DC:18, Fortitude negates (object)]					

### LEVEL 1 / Per Day:8 / Caster Level:13

Name	School	Time	Duration	Range	Source
<input type="checkbox"/> <a href="#">Burning Hands</a>	Evocation, FireSchool [Fire]	1 standard action	Instantaneous	15 ft.	CR:p.251
[V, S] TARGET: Cone-shaped burst; <b>EFFECT:</b> A cone of searing flame shoots from your fingertips dealing 5d4 points of fire damage to any creature in the effect area. [SR:Yes; DC:19, Reflex half]					
<input type="checkbox"/> <a href="#">Feather Fall</a>	Transmutation, AirSchool	1 immediate action	Until landing or 13 rounds	Close (55 ft.)	CR:p.281
[V] TARGET: 13 Medium or smaller free-falling objects or creatures, no two of which may be more than 20 ft. apart; <b>EFFECT:</b> The affected creatures or objects fall slowly. [SR:Yes (object); DC:19, Will negates (harmless) or Will negates (object);]					
<input type="checkbox"/> <a href="#">Magic Missile</a>	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; <b>EFFECT:</b> 5 missiles that do 1d4+1 damage each. [SR:Yes]					
<input type="checkbox"/> <a href="#">Obscuring Mist</a>	Conjuration, WaterSchool (Creation)	1 standard action	13 minutes [D]	20 ft.	CR:p.317
[V, S] TARGET: Cloud spreads in 20-ft. radius from you, 20 ft. high; <b>EFFECT:</b> A misty, stationary vapor arises around you obscuring all sight, including darkvision, beyond 5 feet. [SR:No]					
<input type="checkbox"/> <a href="#">Protection from Evil</a>	Abjuration [Good]	1 standard action	13 minutes [D]	Touch	CR:p.327
[V, S, M/DF] TARGET: Creature touched; <b>EFFECT:</b> This spell wards a creature from attacks by evil creatures, from mental control, and from summoned creatures. [SR:No; see text; DC:19, Will negates (harmless)]					
<input type="checkbox"/> <a href="#">Shield</a>	Abjuration [Force]	1 standard action	13 minutes [D]	Personal	CR:p.342
[V, S] TARGET: You; <b>EFFECT:</b> Shield creates an invisible shield of force that hovers in front of you.					

### LEVEL 2 / Per Day:8 / Caster Level:13

Name	School	Time	Duration	Range	Source
<input type="checkbox"/> <a href="#">Continual Flame</a>	Evocation [Light]	1 standard action	Permanent	Touch	CR:p.260
[V, S, M] TARGET: Object touched; <b>EFFECT:</b> A flame, equivalent in brightness to a torch, springs forth from an object that you touch. [SR:No]					
<input type="checkbox"/> <a href="#">False Life</a>	Necromancy	1 standard action	13 hours or until discharged; see text	Personal	CR:p.280
[V, S, M] TARGET: You; <b>EFFECT:</b> You harness the power of unlife to grant yourself a limited ability to avoid death.					
<input type="checkbox"/> <a href="#">Flaming Sphere</a>	Evocation, FireSchool [Fire]	1 standard action	13 rounds	Medium (230 ft.)	CR:p.283
[V, S, M/DF] TARGET: 5-ft.-diameter sphere; <b>EFFECT:</b> A burning globe of fire rolls in whichever direction you point and burns those it strikes. [SR:Yes; DC:20, Reflex negates]					
<input type="checkbox"/> <a href="#">Pyrotechnics</a>	Transmutation, FireSchool	1 standard action	1d4+1 rounds, or 1d4+1 rounds after creatu	Long (920 ft.)	CR:p.328
[V, S, M] TARGET: One fire source, up to a 20-ft. cube; <b>EFFECT:</b> Pyrotechnics turns a fire into a burst of blinding fireworks or a thick cloud of choking smoke, depending on your choice. [SR:Yes or No; see text; DC:20, Will negates or Fortitude negates; see text; Spell]					
<input type="checkbox"/> <a href="#">Scorching Ray</a>	Evocation, FireSchool [Fire]	1 standard action	Instantaneous	Close (55 ft.)	CR:p.337
[V, S] TARGET: One or more rays; <b>EFFECT:</b> You blast your enemies with up to 3 searing beams of fire dealing 4d6 points of fire damage. [SR:Yes]					
<input type="checkbox"/> <a href="#">Share Language</a>	Divination	1 standard action	24 hours	Touch	APG:p.243
[V, S, M (a page from a dictionary)] TARGET: creature touched; <b>EFFECT:</b> Subject understands chosen language. [SR:Yes (harmless); DC:20, Will negates (harmless)]					

### LEVEL 3 / Per Day:8 / Caster Level:13

Name	School	Time	Duration	Range	Source
<input type="checkbox"/> <a href="#">Fireball</a>	Evocation, FireSchool [Fire]	1 standard action	Instantaneous	Long (920 ft.)	CR:p.283
[V, S, M] TARGET: 20-ft.-radius spread; <b>EFFECT:</b> 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:21, Reflex half]					
<input type="checkbox"/> <a href="#">Fly</a>	Transmutation, AirSchool	1 standard action	13 minutes	Touch	CR:p.284
[V, S, F] TARGET: Creature touched; <b>EFFECT:</b> The subject can fly at a speed of 60 feet [or 40 feet if it wears medium or heavy armor, or if it carries a medium or heavy load]. [SR:Yes (harmless); DC:21, Will negates (harmless)]					
<input type="checkbox"/> <a href="#">Lightning Bolt</a>	Evocation, AirSchool [Electricity]	1 standard action	Instantaneous	120 ft.	CR:p.304
[V, S, M] TARGET: 120-ft. line; <b>EFFECT:</b> You release a powerful stroke of electrical energy that deals 10d6 points of electricity damage to each creature within its area. [SR:Yes; DC:21, Reflex half]					
<input type="checkbox"/> <a href="#">Protection from Energy</a>	Abjuration, AirSchool, EarthSchool, FireSchool	1 standard action	130 minutes or until discharged	Touch	CR:p.327
[V, S, DF] TARGET: Creature touched; <b>EFFECT:</b> Protection from energy grants temporary immunity to the type of energy you specify when you cast it. [SR:Yes (harmless); DC:21, Fortitude negates (harmless)]					
<input type="checkbox"/> <a href="#">Slow</a>	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; <b>EFFECT:</b> An affected creature moves and attacks at a drastically slowed rate. [SR:Yes; DC:21, Will negates]					

### LEVEL 4 / Per Day:8 / Caster Level:13

Name	School	Time	Duration	Range	Source
<input type="checkbox"/> <a href="#">Dragon's Breath</a>	Evocation, AirSchool, EarthSchool, FireSchool	1 standard action	Instantaneous	30 ft. or 60 ft.	APG:p.217
[V, S, M (a dragon scale)] TARGET: cone-shaped burst or line; <b>EFFECT:</b> Gives you a dragon's breath weapon. [SR:Yes; DC:22, Reflex half]					
* =Domain/Specialty Spell					

## Sorcerer Spells

<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Elemental Body I</div> </div> </div>	<div> <div>Transmutation, AirSchool, EarthSchool, Fire</div> <div>1 standard action</div> </div>	<div> <div>13 minutes [D]</div> </div>	<div> <div>Personal</div> </div>	<div> <div>CR:p.275</div> </div>
<div> <div>[V, S, M] TARGET: You; <b>EFFECT:</b> When you cast this spell, you can assume the form of a Small air, earth, fire, or water elemental.</div> </div>				
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Fire Shield</div> </div> </div>	<div> <div>Evocation, FireSchool [Fire, Cold]</div> <div>1 standard action</div> </div>	<div> <div>13 rounds [D]</div> </div>	<div> <div>Personal</div> </div>	<div> <div>CR:p.282</div> </div>
<div> <div>[V, S, M] TARGET: You; <b>EFFECT:</b> This spell wreathes you in flame and causes damage to each creature that attacks you in melee protecting you from either cold-based or fire-based attacks.</div> </div>				
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Invisibility (Greater)</div> </div> </div>	<div> <div>Illusion (Glamer)</div> <div>1 standard action</div> </div>	<div> <div>13 rounds [D]</div> </div>	<div> <div>Personal or touch</div> </div>	<div> <div>CR:p.302</div> </div>
<div> <div>[V, S] TARGET: You or creature touched; <b>EFFECT:</b> This spell functions like invisibility, except that it doesn't end if the subject attacks. <b>[SR:</b>Yes (harmless) or yes (harmless, object); <b>DC:</b>23, Will negates (harmless)]</div> </div>				
<div> <div> <div></div> <div></div> <div></div> <div></div> </div> <div> <div>Secure Shelter</div> </div> </div>	<div> <div>Conjuration (Creation)</div> <div>10 minutes</div> </div>	<div> <div>26 hours [D]</div> </div>	<div> <div>Close (55 ft.)</div> </div>	<div> <div>CR:p.338</div> </div>
<div> <div>[V, S, M] TARGET: 20-ft.-square structure; <b>EFFECT:</b> You conjure a sturdy cottage or lodge made of material that is common in the area where the spell is cast. <b>[SR:</b>No]</div> </div>				

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

Name	School	Time	Duration	Range	Source
Break Enchantment	Abjuration	1 minute	Instantaneous	Close (55 ft.)	CR:p.251
[V, S] TARGET: Up to one creature per level, all within 30 ft. of each other; <b>EFFECT:</b> This spell frees victims from enchantments, transmutations, and curses. [SR:No; DC:23, See text]					
Elemental Body II	Transmutation, AirSchool, EarthSchool, Fire	1 standard action	13 minutes [D]	Personal	CR:p.276
[V, S, M] TARGET: You; <b>EFFECT:</b> This spell functions as elemental body I, except that it also allows you to assume the form of a Medium air, earth, fire, or water elemental.					
Fire Snake	Evocation, FireSchool [Fire]	1 standard action	Instantaneous	60 ft.	APG:p.222
[V, S, M (a snake scale)] TARGET: see text; <b>EFFECT:</b> Creates a serpentine path of fire 65 ft. long that deals 13d6 fire damage. [SR:Yes; DC:23, Reflex half]					
Telekinesis	Transmutation	1 standard action	Concentration [up to 13 rounds] or instantan	Long (920 ft.)	CR:p.357
[V, S] TARGET: Or Targets see text; <b>EFFECT:</b> You move objects or creatures by concentrating on them. [SR:Yes (object); see text; DC:23, Will negates (object) or none; see text; Spell]					

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

Name	School	Time	Duration	Range	Source
□□□□□ <a href="#">Dispel Magic (Greater)</a>	Abjuration	1 standard action	Instantaneous	Medium (230 ft.)	CR:p.272
[V, S] <b>TARGET:</b> One spellcaster, creature, or object; or a 20-ft.- radius burst; <b>EFFECT:</b> This spell functions like dispel magic, except that it can end more than one spell on a target and it can be used to target multiple creatures. [SR:No]					
□□□□□ <a href="#">Elemental Body III</a>	Transmutation, AirSchool, EarthSchool, FireSchool	1 standard action	13 minutes [D]	Personal	CR:p.276
[V, S, M] <b>TARGET:</b> You; <b>EFFECT:</b> This spell functions as elemental body II, except that it also allows you to assume the form of a Large air, earth, fire, or water elemental.					
□□□□□ <a href="#">Globe of Invulnerability</a>	Abjuration	1 standard action	13 rounds [D]	10 ft.	CR:p.290
[V, S, M] <b>TARGET:</b> 10-ft.-radius spherical emanation, centered on you; <b>EFFECT:</b> This spell functions like lesser globe of invulnerability, except that it also excludes 4th-level spells and spell-like effects. [SR:No]					

\* =Domain/Speciality Spell

	Innate
1. <i>Phylogenetic relatedness</i>	Yes
2. <i>Developmental plasticity</i>	No
3. <i>Environmental plasticity</i>	No
4. <i>Genetic plasticity</i>	No
5. <i>Epigenetic plasticity</i>	No
6. <i>Neuroplasticity</i>	No
7. <i>Behavioral plasticity</i>	No
8. <i>Physiological plasticity</i>	No
9. <i>Immunological plasticity</i>	No
10. <i>Metabolic plasticity</i>	No
11. <i>Reproductive plasticity</i>	No
12. <i>Survival plasticity</i>	No
13. <i>Learning plasticity</i>	No
14. <i>Memory plasticity</i>	No
15. <i>Emotion plasticity</i>	No
16. <i>Stress plasticity</i>	No
17. <i>Immune plasticity</i>	No
18. <i>Neuroendocrine plasticity</i>	No
19. <i>Neurotransmitter plasticity</i>	No
20. <i>Neurotrophic plasticity</i>	No
21. <i>Neurogenesis plasticity</i>	No
22. <i>Neurodegeneration plasticity</i>	No
23. <i>Neuroinflammation plasticity</i>	No
24. <i>Neuroprotection plasticity</i>	No
25. <i>Neuroregeneration plasticity</i>	No
26. <i>Neurotransmission plasticity</i>	No
27. <i>Neurotransmitter release plasticity</i>	No
28. <i>Neurotransmitter uptake plasticity</i>	No
29. <i>Neurotransmitter metabolism plasticity</i>	No
30. <i>Neurotransmitter synthesis plasticity</i>	No
31. <i>Neurotransmitter degradation plasticity</i>	No
32. <i>Neurotransmitter transport plasticity</i>	No
33. <i>Neurotransmitter storage plasticity</i>	No
34. <i>Neurotransmitter release plasticity</i>	No
35. <i>Neurotransmitter uptake plasticity</i>	No
36. <i>Neurotransmitter metabolism plasticity</i>	No
37. <i>Neurotransmitter synthesis plasticity</i>	No
38. <i>Neurotransmitter degradation plasticity</i>	No
39. <i>Neurotransmitter transport plasticity</i>	No
40. <i>Neurotransmitter storage plasticity</i>	No
41. <i>Neurotransmitter release plasticity</i>	No
42. <i>Neurotransmitter uptake plasticity</i>	No
43. <i>Neurotransmitter metabolism plasticity</i>	No
44. <i>Neurotransmitter synthesis plasticity</i>	No
45. <i>Neurotransmitter degradation plasticity</i>	No
46. <i>Neurotransmitter transport plasticity</i>	No
47. <i>Neurotransmitter storage plasticity</i>	No
48. <i>Neurotransmitter release plasticity</i>	No
49. <i>Neurotransmitter uptake plasticity</i>	No
50. <i>Neurotransmitter metabolism plasticity</i>	No
51. <i>Neurotransmitter synthesis plasticity</i>	No
52. <i>Neurotransmitter degradation plasticity</i>	No
53. <i>Neurotransmitter transport plasticity</i>	No
54. <i>Neurotransmitter storage plasticity</i>	No
55. <i>Neurotransmitter release plasticity</i>	No
56. <i>Neurotransmitter uptake plasticity</i>	No
57. <i>Neurotransmitter metabolism plasticity</i>	No
58. <i>Neurotransmitter synthesis plasticity</i>	No
59. <i>Neurotransmitter degradation plasticity</i>	No
60. <i>Neurotransmitter transport plasticity</i>	No
61. <i>Neurotransmitter storage plasticity</i>	No
62. <i>Neurotransmitter release plasticity</i>	No
63. <i>Neurotransmitter uptake plasticity</i>	No
64. <i>Neurotransmitter metabolism plasticity</i>	No
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71. <i>Neurotransmitter metabolism plasticity</i>	No
72. <i>Neurotransmitter synthesis plasticity</i>	No
73. <i>Neurotransmitter degradation plasticity</i>	No
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78. <i>Neurotransmitter metabolism plasticity</i>	No
79. <i>Neurotransmitter synthesis plasticity</i>	No
80. <i>Neurotransmitter degradation plasticity</i>	No
81. <i>Neurotransmitter transport plasticity</i>	No
82. <i>Neurotransmitter storage plasticity</i>	No
83. <i>Neurotransmitter release plasticity</i>	No
84. <i>Neurotransmitter uptake plasticity</i>	No
85. <i>Neurotransmitter metabolism plasticity</i>	No
86. <i>Neurotransmitter synthesis plasticity</i>	No
87. <i>Neurotransmitter degradation plasticity</i>	No
88. <i>Neurotransmitter transport plasticity</i>	No
89. <i>Neurotransmitter storage plasticity</i>	No
90. <i>Neurotransmitter release plasticity</i>	No
91. <i>Neurotransmitter uptake plasticity</i>	No
92. <i>Neurotransmitter metabolism plasticity</i>	No
93. <i>Neurotransmitter synthesis plasticity</i>	No
94. <i>Neurotransmitter degradation plasticity</i>	No
95. <i>Neurotransmitter transport plasticity</i>	No
96. <i>Neurotransmitter storage plasticity</i>	No
97. <i>Neurotransmitter release plasticity</i>	No
98. <i>Neurotransmitter uptake plasticity</i>	No
99. <i>Neurotransmitter metabolism plasticity</i>	No
100. <i>Neurotransmitter synthesis plasticity</i>	No
101. <i>Neurotransmitter degradation plasticity</i>	No
102. <i>Neurotransmitter transport plasticity</i>	No
103. <i>Neurotransmitter storage plasticity</i>	No
104. <i>Neurotransmitter release plasticity</i>	No
105. <i>Neurotransmitter uptake plasticity</i>	No
106. <i>Neurotransmitter metabolism plasticity</i>	No
107. <i>Neurotransmitter synthesis plasticity</i>	No
108. <i>Neurotransmitter degradation plasticity</i>	No
109. <i>Neurotransmitter transport plasticity</i>	No
110. <i>Neurotransmitter storage plasticity</i>	No
111. <i>Neurotransmitter release plasticity</i>	No
112. <i>Neurotransmitter uptake plasticity</i>	No
113. <i>Neurotransmitter metabolism plasticity</i>	No
114. <i>Neurotransmitter synthesis plasticity</i>	No
115. <i>Neurotransmitter degradation plasticity</i>	No
116. <i>Neurotransmitter transport plasticity</i>	No
117. <i>Neurotransmitter storage plasticity</i>	No
118. <i>Neurotransmitter release plasticity</i>	No
119. <i>Neurotransmitter uptake plasticity</i>	No
120. <i>Neurotransmitter metabolism plasticity</i>	No
121. <i>Neurotransmitter synthesis plasticity</i>	

- ☐Dancing Lights
- ☐Ghost Sound (DC:18)
- ☐Prestidigitation (DC:18)
- ☐Speak with Animals

# Lighthouse Kid

Gnome

RACE

29

AGE

Male

GENDER

Low-Light Vision

VISION

Neutral Good

ALIGNMENT

Right

DOMINANT HAND

3' 5"

HEIGHT

37 lbs.

WEIGHT

Blue

EYE COLOUR

Orange

SKIN COLOUR

Blue, Shaggy

HAIR / HAIR STYLE

PHOBIAS

,

PERSONALITY TRAITS

INTERESTS

,

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

None

REGION

DEITY

Humanoid

Race Type

Race Sub Type

## 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.

Lighthouse currently has been buying up property in towns around the countryside. He currently owns a small house in Sandpoint, just by the old lighthouse, and a townhouse, appropriated from Judge Ironside, in Magnamar.

Currently, a lawyer in Magnamar has a 1,000 gp retainer to pay a footman to maintain the houses, and pay for any repairs.

## Notes:

Character Sheet Notes: