

Lighthouse Kid

Character Name

Sorcerer 12

CLASS

12 (11)

227680 / 315000

Character Level (CR)

EXP/NEXT LEVEL

shane

Player Name

Gnome / Humanoid

RACE

29

Male

AGE

GENDER

Deity

Small / 5 ft. x 5 ft.

SIZE / FACE

None

3' 5" / 37 lbs.

HEIGHT / WEIGHT

Neutral Good

Alignment

Low-Light Vision

VISION

Blue, Shaggy

HAIR

Points

ABILITY NAME	ABILITY SCORE	EQUIPPED SCORE	ABILITY MODIFIER	ABILITY DAMAGE	PENALTY
STR	8		-1		
DEX	8	10	+0		
CON	14		+2		
INT	14		+2		
WIS	10		+0		
CHA	22	24	+7		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP
FORTITUDE	+8	= +4	+2	+2	+0	+0	
REFLEX	+8	= +4	+0	+2	+2	+0	
WILL	+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	+6/+1	=	+6/+1	-1	+1	+0	0
RANGED	+7/+2	=	+6/+1	+0	+1	+0	0
CMB	+4/-1	=	+6/+1	-1	+0		

GRAPPLE	TRIP	DISARM	SUNDER	BULL RUSH	OVERRUN	
CMB	+4/-1	+4/-1	+4/-1	+4/-1	+4	+4
CMD	16	16	16	16	16	16

*Impaler of Thorns				HAND	TYPE	SIZE	CRITICAL	REACH
				Both	P	M	20/x2	5 ft.
2H	To Hit	Dam	2W-OH	To Hit	Dam			
	+5/+0	1d6		N/A	N/A			
Range: 20 ft.		To Hit: +6/+1		Damage: 1d6				
TH	30 ft.	40 ft.	60 ft.	80 ft.	100 ft.			
	+4/-1	+4/-1	+2/-3	+0/-5	-2/-7			
Dam	1d6	1d6	1d6	1d6	1d6			
Special Properties: (Shortspear +1 (Crushing Despair/Bard/7th)), 10 hp/inch, hardness 5								

*: 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	85	WOUNDS/CURRENT HP				SUBDUAL DAMAGE				DAMAGE REDUCTION				SPEED			
AC	16	16	13	10	2	0	0	1	1	2	0	0	0	0	0	0	
TOTAL		FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL ARMOR	DEFLEC-TION	DODGE	Morale	Insight	Sacred	Profane	MISC	
INITIATIVE	+4	+0	+4	MISS CHANCE				0	+0	0							
TOTAL		DEX MODIFIER	MISC MODIFIER	Arcane Spell Failure				ARMOR CHECK PENALTY									
Encumbrance		Light															

TOTAL SKILLPOINTS: 48		MAX RANKS: 12/12			
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	12	=	7	+ 2 + 3
✓ Climb	STR	-1	=	-1	
✓ Craft (Untrained)	INT	2	=	2	
✓ Diplomacy	CHA	8	=	7	+ 1
✓ Disguise	CHA	7	=	7	
✓ Escape Artist	DEX	0	=	0	
✓ Fly	DEX	7	=	0	+ 2 + 5
✓ Heal	WIS	0	=	0	
✓ Intimidate	CHA	11	=	7	+ 1 + 3
Knowledge (Arcana)	INT	15	=	2	+ 10 + 3
Knowledge (Dungeoneering)	INT	5	=	2	+ 3
Knowledge (Local)	INT	3	=	2	+ 1
Knowledge (Planes)	INT	6	=	2	+ 1 + 3
✓ Perception	WIS	14	=	0	+ 12 + 2
✓ Perform (Untrained)	CHA	7	=	7	
✓ Ride	DEX	0	=	0	
✓ Sense Motive	WIS	1	=	0	+ 1
Spellcraft	INT	27	=	2	+ 12 + 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

Elemental Blast (Su):You can unleash a blast of elemental power 1/day. This burst deals 12d6 points of fire damage. Those caught in the area receive a Reflex save for half damage (DC 23). 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

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 10 times per day. [Paizo Inc. - Core Rulebook, p.76]

spells without random variables. An empowered spell uses up a spell slot two levels higher than the spell's actual level.

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.

Lightning Reflexes

[Paizo Inc. - Core Rulebook, p.130]

You have faster reflexes than normal.

You get a +2 bonus on all Reflex saving throws.

Magical Aptitude

[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.

Minor Spell Expertise

[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.

Skill Focus (Spellcraft)

[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.

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
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, Shortsppear, 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"/> Dancing Lights	Evocation [Light]	1 standard action	1 minute [D]	Medium (220 ft.)	CR:p.263
[V, S] TARGET: Up to four lights, all within a 10-ft.-radius area; EFFECT: You create up to four lights that resemble lanterns or torches. [SR:No]					
<input type="checkbox"/> Ghost Sound	Illusion (Figment)	1 standard action	12 rounds [D]	Close (55 ft.)	CR:p.289
[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. [SR:No; DC:17, Will disbelief]					
<input type="checkbox"/> Prestidigitation	Universal	1 standard action	1 hour	10 ft.	CR:p.325
[V, S] TARGET: See text; EFFECT: Prestidigitations are minor tricks that novice spellcasters use for practice. [SR:No; DC:17, See text]					
<input type="checkbox"/> Speak with Animals	Divination	1 standard action	12 minutes	Personal	CR:p.346
[V, S] TARGET: You; EFFECT: 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	4	3	1	—	—	—
PER DAY	at will	8	8	8	7	6	4	—	—	—
Concentration	+19									

LEVEL 0 / Per Day:0 / Caster Level:12

Name	School	Time	Duration	Range	Source
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Acid Splash	Conjuration, EarthSchool (Creation) [Acid]	1 standard action	Instantaneous	Close (55 ft.)	CR:p.239
[V, S] TARGET: One missile of acid; EFFECT: You fire a small orb of acid at the target dealing 1d3 points of acid damage. [SR:No]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> 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. [SR:No]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Detect Magic	Divination	1 standard action	Concentration, up to 12 minutes [D]	60 ft.	CR:p.267
[V, S] TARGET: Cone-shaped emanation; EFFECT: You detect magical auras. [SR:No]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Detect Poison	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; EFFECT: You determine whether a creature, object, or area has been poisoned or is poisonous. [SR:No]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Mage Hand	Transmutation	1 standard action	Concentration	Close (55 ft.)	CR:p.306
[V, S] TARGET: One nonmagical, unattended object weighing up to 5 lbs.; EFFECT: You point your finger at an object and can lift it and move it at will from a distance. [SR:No]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Mending	Transmutation	10 minutes	Instantaneous	10 ft.	CR:p.312
[V, S] TARGET: One object of up to 12 lb.; EFFECT: This spell repairs damaged objects, restoring 1d4 hit points to the object. [SR:Yes (harmless, object); DC:17, Will negates (harmless, object)]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Message	Transmutation, AirSchool [Language-Depend	1 standard action	120 minutes	Medium (220 ft.)	CR:p.313
[V, S, F] TARGET: 12 creatures; EFFECT: You can whisper messages and receive whispered replies. [SR:No]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Read Magic	Divination	1 standard action	120 minutes	Personal	CR:p.330
[V, S, F] TARGET: You; EFFECT: You can decipher magical inscriptions on objects--books, scrolls, weapons, and the like--that would otherwise be unintelligible.					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Spark	Evocation, FireSchool [Fire]	1 standard action	Instantaneous	Close (55 ft.)	APG:p.246
[V or S] TARGET: one Fine object; EFFECT: Igignites flammable objects. [SR:Yes (object); DC:17, Fortitude negates (object)]					

LEVEL 1 / Per Day:8 / Caster Level:12

Name	School	Time	Duration	Range	Source
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Burning Hands	Evocation, FireSchool [Fire]	1 standard action	Instantaneous	15 ft.	CR:p.251
[V, S] TARGET: Cone-shaped burst; EFFECT: 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:18, Reflex half]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Feather Fall	Transmutation, AirSchool	1 immediate action	Until landing or 12 rounds	Close (55 ft.)	CR:p.281
[V] TARGET: 12 Medium or smaller free-falling objects or creatures, no two of which may be more than 20 ft. apart; EFFECT: The affected creatures or objects fall slowly. [SR:Yes (object); DC:18, Will negates (harmless) or Will negates (object);]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Magic Missile	Evocation [Force]	1 standard action	Instantaneous	Medium (220 ft.)	CR:p.309
[V, S] TARGET: Up to five creatures, no two of which can be more than 15 ft. apart; EFFECT: 5 missiles that do 1d4+1 damage each. [SR:Yes]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Obscuring Mist	Conjuration, WaterSchool (Creation)	1 standard action	12 minutes [D]	20 ft.	CR:p.317
[V, S] TARGET: Cloud spreads in 20-ft. radius from you, 20 ft. high; EFFECT: A misty, stationary vapor arises around you obscuring all sight, including darkvision, beyond 5 feet. [SR:No]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Protection from Evil	Abjuration [Good]	1 standard action	12 minutes [D]	Touch	CR:p.327
[V, S, M/DF] TARGET: Creature touched; EFFECT: This spell wards a creature from attacks by evil creatures, from mental control, and from summoned creatures. [SR:No; see text; DC:18, Will negates (harmless)]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Shield	Abjuration [Force]	1 standard action	12 minutes [D]	Personal	CR:p.342
[V, S] TARGET: You; EFFECT: Shield creates an invisible shield of force that hovers in front of you.					

LEVEL 2 / Per Day:8 / Caster Level:12

Name	School	Time	Duration	Range	Source
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Continual Flame	Evocation [Light]	1 standard action	Permanent	Touch	CR:p.260
[V, S, M] TARGET: Object touched; EFFECT: A flame, equivalent in brightness to a torch, springs forth from an object that you touch. [SR:No]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> False Life	Necromancy	1 standard action	12 hours or until discharged; see text	Personal	CR:p.280
[V, S, M] TARGET: You; EFFECT: You harness the power of unlife to grant yourself a limited ability to avoid death.					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Flaming Sphere	Evocation, FireSchool [Fire]	1 standard action	12 rounds	Medium (220 ft.)	CR:p.283
[V, S, M/DF] TARGET: 5-ft.-diameter sphere; EFFECT: A burning globe of fire rolls in whichever direction you point and burns those it strikes. [SR:Yes; DC:19, Reflex negates]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Pyrotechnics	Transmutation, FireSchool	1 standard action	1d4+1 rounds, or 1d4+1 rounds after creatu	Long (880 ft.)	CR:p.328
[V, S, M] TARGET: One fire source, up to a 20-ft. cube; EFFECT: 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:19, Will negates or Fortitude negates; see text; Spell]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Scorching Ray	Evocation, FireSchool [Fire]	1 standard action	Instantaneous	Close (55 ft.)	CR:p.337
[V, S] TARGET: One or more rays; EFFECT: You blast your enemies with up to 3 searing beams of fire dealing 4d6 points of fire damage. [SR:Yes]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Share Language	Divination	1 standard action	24 hours	Touch	APG:p.243
[V, S, M (a page from a dictionary)] TARGET: creature touched; EFFECT: Subject understands chosen language. [SR:Yes (harmless); DC:19, Will negates (harmless)]					

LEVEL 3 / Per Day:8 / Caster Level:12

Name	School	Time	Duration	Range	Source
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Fireball	Evocation, FireSchool [Fire]	1 standard action	Instantaneous	Long (880 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 10d6 points of fire damage to every creature within the area. [SR:Yes; DC:20, Reflex half]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Fly	Transmutation, AirSchool	1 standard action	12 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). [SR:Yes (harmless); DC:20, Will negates (harmless)]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Protection from Energy	Abjuration, AirSchool, EarthSchool, FireSchool	1 standard action	120 minutes or until discharged	Touch	CR:p.327
[V, S, DF] TARGET: Creature touched; EFFECT: Protection from energy grants temporary immunity to the type of energy you specify when you cast it. [SR:Yes (harmless); DC:20, Fortitude negates (harmless)]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Slow	Transmutation	1 standard action	12 rounds	Close (55 ft.)	CR:p.344
[V, S, M] TARGET: 12 creatures, no two of which can be more than 30 ft. apart; EFFECT: An affected creature moves and attacks at a drastically slowed rate. [SR:Yes; DC:20, Will negates]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Tiny Hut	Evocation [Force]	1 standard action	24 hours [D]	20 ft.	CR:p.360
[V, S, M] TARGET: 20-ft.-radius sphere centered on your location; EFFECT: You create an unmovng, opaque sphere of force of any color you desire around yourself. [SR:No]					

LEVEL 4 / Per Day:7 / Caster Level:12

Name	School	Time	Duration	Range	Source
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Dragon's Breath	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; EFFECT: Gives you a dragon's breath weapon. [SR:Yes; DC:21, Reflex half]					
* =Domain/Specialty Spell					

Sorcerer Spells

Elemental Body I

Transmutation, AirSchool, EarthSchool, Fire

1 standard action

12 minutes [D]

Personal

CR:p.275

[V, S, M] TARGET: You; EFFECT: When you cast this spell, you can assume the form of a Small air, earth, fire, or water elemental.

Fire Shield

Evocation, FireSchool [Fire, Cold]

1 standard action

12 rounds [D]

Personal

CR:p.282

[V, S, M] TARGET: You; EFFECT: 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.

Invisibility (Greater)

Illusion (Glamer)

1 standard action

12 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:22, Will negates (harmless)]

LEVEL 5 / Per Day:6 / Caster Level:12

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; EFFECT: This spell frees victims from enchantments, transmutations, and curses. [SR:No; DC:22, See text]

Elemental Body II

Transmutation, AirSchool, EarthSchool, Fire

1 standard action

12 minutes [D]

Personal

CR:p.276

[V, S, M] TARGET: You; EFFECT: 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; EFFECT: Creates a serpentine path of fire 60 ft. long that deals 12d6 fire damage. [SR:Yes; DC:22, Reflex half]

LEVEL 6 / Per Day:4 / Caster Level:12

Globe of Invulnerability

Abjuration

1 standard action

12 rounds [D]

10 ft.

CR:p.290

[V, S, M] TARGET: 10-ft.-radius spherical emanation, centered on you; EFFECT: 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

☐Dancing Lights

☐Ghost Sound (DC:17)

☐Prestidigitation (DC:17)

☐Speak with Animals

Character: Lighthouse Kid
Player: shane

PCGen Character Template by Frugal, based on work by ROG, Arcady, Barak, Dimrill, Dekker & Andrew Maitland (LegacyKing).
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Level:12 (CR:11)
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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: