

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	21	23	+6		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP
FORTITUDE (constitution)	+7	= +3	+2	+2	+0	+0	
REFLEX (dexterity)	+7	= +3	+0	+2	+2	+0	
WILL (wisdom)	+9	= +7	+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	+5	=	+5	-1	+1	+0	0	
RANGED attack bonus	+6	=	+5	+0	+1	+0	0	
CMB attack bonus	+3	=	+5	-1	+0			

	GRAPPLE	TRIP	DISARM	SUNDER	BULL RUSH	OVERRUN
CMB	+3	+3	+3	+3	+3	+3
CMD	14	14	14	14	14	14

*Impaler of Thorns			HAND	TYPE	SIZE	CRITICAL	REACH
			Both	P	M	20/x2	5 ft.
	To Hit	Dam		To Hit	Dam		
2H	+4	1d6	2W-OH	N/A	N/A		
Range: 20 ft.		To Hit: +5		Damage: 1d6			
	30 ft.	40 ft.	60 ft.	80 ft.	100 ft.		
TH	+3	+3	+1	-1	-3		
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	
*Ring of Protection +1		+1	+0	0	

HP		WOUNDS/CURRENT HP						SUBDUAL DAMAGE					DAMAGE REDUCTION			SPEED															
hit points	77															Walk 20 ft.															
AC	14	:	14	:	12	=	10	+	1	+	0	+	0	+	1	+	1	+	1	+	0	+	0	+	0	+	0	+	0	+	0
armor class	TOTAL		FLAT		TOUCH		BASE		ARMOR BONUS		SHIELD BONUS		STAT		SIZE		NATURAL ARMOR		DEFLECTION		DODGE		Morale		Insight		Sacred		Profane		MISC
INITIATIVE	+4	=	+0	+	+4						0		+0		0																
modifier	TOTAL		DEX MODIFIER		MISC MODIFIER				MISS CHANCE		Arcane Spell Failure		ARMOR CHECK PENALTY		SPELL RESIST																

TOTAL SKILLPOINTS: 44		SKILLS				MAX RANKS: 11/11	
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	+
✓ Bluff	CHA	11	=	6	+	2	+
✓ Climb	STR	-1	=	-1			
✓ Craft (Untrained)	INT	2	=	2			
✓ Diplomacy	CHA	7	=	6	+	1	
✓ Disguise	CHA	6	=	6			
✓ Escape Artist	DEX	0	=	0			
✓ Fly	DEX	6	=	0	+	1	+
✓ Heal	WIS	0	=	0			
✓ Intimidate	CHA	10	=	6	+	1	+
Knowledge (Arcana)	INT	15	=	2	+	10	+
Knowledge (Dungeoneering)	INT	5	=	2	+	3	
Knowledge (Local)	INT	3	=	2	+	1	
Knowledge (Planes)	INT	6	=	2	+	1	+
✓ Perception	WIS	13	=	0	+	11	+
✓ Perform (Untrained)	CHA	6	=	6			
✓ Ride	DEX	0	=	0			
✓ Sense Motive	WIS	1	=	0	+	1	
Spellcraft	INT	26	=	2	+	11	+
✓ Stealth	DEX	4	=	0		+	4
✓ Survival	WIS	5	=	0	+	1	+
✓ 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 11d6 points of fire damage. Those caught in the area receive a Reflex save for half damage (DC 21). 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+5 points of fire damage You can use this ability 9 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 +2	Equipped	1	1 / 4,000
Ring of Protection +1	Equipped	1	0 / 2,000
Ring of Spell Storing	Equipped	1	0 / 50,000
Impaler of Thorns	Equipped	1	1.5 / 40,131
(Shortspear +1 (Crushing Despair/Bard/7th)), 10 hp/inch, hardness 5			
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
Wand of Magic Missile	Carried	1	0.1 / 750
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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)
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Cures 1d8+1 points of damage			
TOTAL WEIGHT CARRIED/VALUE	4.58 lbs.	113,181gp	

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

MONEY		Total= 0 gp
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	MAGIC
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<div> <div>Languages</div> <div>Common, Dwarven, Gnome, Orc, Sylvan</div> </div>
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Other Companions

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

Elemental Blast (Su) **[Paizo Inc. - Core Rulebook, p.76]**

You can unleash a blast of elemental power 1/day. This burst deals 11d6 points of fire damage. Those caught in the area receive a Reflex save for half damage (DC 21).

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]
<p>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+5 points of fire damage You can use this ability 9 times per day.</p>	

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 <p>You are adept at spellcasting when threatened or distracted.</p> <p>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.</p>	[Paizo Inc. - Core Rulebook, p.119]
Craft Magic Arms and Armor <p>You can create magic armor, shields, or weapons.</p> <p>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.</p>	[Paizo Inc. - Core Rulebook, p.120]
Empower Spell <p>You can increase the power of your spells, causing them to deal more damage.</p> <p>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</p>	[Paizo Inc. - Core Rulebook, p.122]

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 (210 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	11 rounds [D]	Close (50 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:16, 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:16, See text]					
<input type="checkbox"/> Speak with Animals	Divination	1 standard action	11 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	—	—	—	—
PER DAY	at will	8	8	7	7	5	—	—	—	—
Concentration	+17									

LEVEL 0 / Per Day:0 / Caster Level:11

Name	School	Time	Duration	Range	Source
<input type="checkbox"/> Acid Splash	Conjuration, EarthSchool (Creation) [Acid]	1 standard action	Instantaneous	Close (50 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"/> 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"/> Detect Magic	Divination	1 standard action	Concentration, up to 11 minutes [D]	60 ft.	CR:p.267
[V, S] TARGET: Cone-shaped emanation; EFFECT: You detect magical auras. [SR:No]					
<input type="checkbox"/> Detect Poison	Divination	1 standard action	Instantaneous	Close (50 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"/> Mage Hand	Transmutation	1 standard action	Concentration	Close (50 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"/> Mending	Transmutation	10 minutes	Instantaneous	10 ft.	CR:p.312
[V, S] TARGET: One object of up to 11 lb.; EFFECT: This spell repairs damaged objects, restoring 1d4 hit points to the object. [SR:Yes (harmless, object); DC:16, Will negates (harmless, object)]					
<input type="checkbox"/> Message	Transmutation, AirSchool [Language-Depend	1 standard action	110 minutes	Medium (210 ft.)	CR:p.313
[V, S, F] TARGET: 11 creatures; EFFECT: You can whisper messages and receive whispered replies. [SR:No]					
<input type="checkbox"/> Read Magic	Divination	1 standard action	110 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"/> Spark	Evocation, FireSchool [Fire]	1 standard action	Instantaneous	Close (50 ft.)	APG:p.246
[V or S] TARGET: one Fine object; EFFECT: Igignites flammable objects. [SR:Yes (object); DC:16, Fortitude negates (object)]					

LEVEL 1 / Per Day:8 / Caster Level:11

Name	School	Time	Duration	Range	Source
<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:17, Reflex half]					
<input type="checkbox"/> Feather Fall	Transmutation, AirSchool	1 immediate action	Until landing or 11 rounds	Close (50 ft.)	CR:p.281
[V] TARGET: 11 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:17, Will negates (harmless) or Will negates (object);]					
<input type="checkbox"/> Magic Missile	Evocation [Force]	1 standard action	Instantaneous	Medium (210 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"/> Obscuring Mist	Conjuration, WaterSchool (Creation)	1 standard action	11 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"/> Protection from Evil	Abjuration [Good]	1 standard action	11 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:17, Will negates (harmless)]					
<input type="checkbox"/> Shield	Abjuration [Force]	1 standard action	11 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:11

Name	School	Time	Duration	Range	Source
<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"/> False Life	Necromancy	1 standard action	11 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"/> Flaming Sphere	Evocation, FireSchool [Fire]	1 standard action	11 rounds	Medium (210 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:18, Reflex negates]					
<input type="checkbox"/> Pyrotechnics	Transmutation, FireSchool	1 standard action	1d4+1 rounds, or 1d4+1 rounds after creatu	Long (840 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:18, Will negates or Fortitude negates; see text; Spell]					
<input type="checkbox"/> Scorching Ray	Evocation, FireSchool [Fire]	1 standard action	Instantaneous	Close (50 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"/> 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:18, Will negates (harmless)]					

LEVEL 3 / Per Day:7 / Caster Level:11

Name	School	Time	Duration	Range	Source
<input type="checkbox"/> Fireball	Evocation, FireSchool [Fire]	1 standard action	Instantaneous	Long (840 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:19, Reflex half]					
<input type="checkbox"/> Fly	Transmutation, AirSchool	1 standard action	11 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:19, Will negates (harmless)]					
<input type="checkbox"/> Protection from Energy	Abjuration, AirSchool, EarthSchool, FireSchool	1 standard action	110 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:19, Fortitude negates (harmless)]					
<input type="checkbox"/> Slow	Transmutation	1 standard action	11 rounds	Close (50 ft.)	CR:p.344
[V, S, M] TARGET: 11 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:19, Will negates]					
<input type="checkbox"/> Tiny Hut	Evocation [Force]	1 standard action	22 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:11

Name	School	Time	Duration	Range	Source
<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:20, Reflex half]					
* =Domain/Specialty Spell					

Sorcerer Spells

Elemental Body I	Transmutation, AirSchool, EarthSchool, FireSchool	1 standard action	11 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	11 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	11 rounds [D]	Personal or touch	CR:p.302
[V, S] TARGET: You or creature touched; EFFECT: This spell functions like invisibility, except that it doesn't end if the subject attacks. [SR:Yes (harmless) or yes (harmless, object); DC:21, Will negates (harmless)]					

LEVEL 5 / Per Day:5 / Caster Level:11

Name	School	Time	Duration	Range	Source
Break Enchantment	Abjuration	1 minute	Instantaneous	Close (50 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:21, See text]					
Elemental Body II	Transmutation, AirSchool, EarthSchool, FireSchool	1 standard action	11 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 55 ft. long that deals 11d6 fire damage. [SR:Yes; DC:21, Reflex half]					

* =Domain/Speciality Spell

Innate

- ☐Dancing Lights
- ☐Ghost Sound (DC:16)
- ☐Prestidigitation (DC:16)
- ☐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. hHis 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: