

Character Name  
Sorcerer 4

4 (3) 9000 / 15000

Character Level (CR) EXP/NEXT LEVEL

ABILITY NAME	BASE	BASE	ABILITY	ABILITY	TEMP	TEMP
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ABILITY NAME	SCORE	MOD	SCORE	MOD	SCORE	MOD
<b>STR</b> Strength	10	+0	10	+0		
<b>DEX</b> Dexterity	12	+1	12	+1		
<b>CON</b> Constitution	12	+1	12	+1		
<b>INT</b> Intelligence	12	+1	12	+1		
<b>WIS</b> Wisdom	12	+1	12	+1		
<b>CHA</b> Charisma	18	+4	18	+4		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP
<b>FORTITUDE</b> (constitution)	+2	= +1	+ +1	+ +0	+ +0	+ +0	
<b>REFLEX</b> (dexterity)	+2	= +1	+ +1	+ +0	+ +0	+ +0	
<b>WILL</b> (wisdom)	+5	= +4	+ +1	+ +0	+ +0	+ +0	

+2 vs. enchantment spells and effects

	TOTAL	=	BASE ATTACK BONUS	+ STAT	+ SIZE	+ MISC	+ EPIC	+ TEMP
<b>MELEE</b> attack bonus	+2	=	+2	+0	+0	+0	+0	
<b>RANGED</b> attack bonus	+3	=	+2	+1	+0	+0	+0	
<b>CMB</b> attack bonus	+2	=	+2	+0	+0			
	GRAPPLE	TRIP	DISARM	SUNDER	BULL RUSH	OVERRUN		
<b>CMB</b>	+2	+2	+2	+2	+2	+2		
<b>CMD</b>	13	13	13	13	13	13		

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
(nonlethal only)	+2	1d3	20/x2	5 ft.

*Crossbow, Light			Hand	Type	Size	Critical	Reach
			Both	P	M	19-20/x2	5 ft.
Range: 30 ft.			To Hit: +3		Damage: 1d8		
	80 ft.	160 ft.	240 ft.	320 ft.	400 ft.		
TH	+3	+1	-1	-3	-5		
Dam	1d8	1d8	1d8	1d8	1d8		
	480 ft.	560 ft.	640 ft.	720 ft.	800 ft.		
TH	-7	-9	-11	-13	-15		
Dam	1d8	1d8	1d8	1d8	1d8		

**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.

Player Name  
Half-Elf (Drow-Descended) / Humanoid

48 Male

AGE GENDER

AGE	GENDER
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WOUNDS/CURRENT HP

<b>HP</b> hit points	22								
<b>AC</b> armor class	12	:	11	:	11	=	10	+	0
	TOTAL		FLAT		TOUCH		BASE		ARMOR BONUS

  

<b>INITIATIVE</b> modifier	+1	=	+1	+	+0
	TOTAL		DEX MODIFIER		MISC MODIFIER

  

<b>Encumbrance</b>	Light
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SIZE / FACE

## EYES

2.12

SUBDUAL DAMAGE				DAMAGE REDUCTION				SPEED													
								Walk 30 ft.													
+	0	+	1	+	0	+	1	+	0	+	0	+	0	+	0	+	0	+	0	+	0
SHIELD BONUS		STAT		SIZE		NATURAL ARMOR		DEFLECTION		DODGE		Morale		Insight		Sacred		Profane		MISC	
		0		+0		0				5											
MISS ANCE		Arcane Spell		ARMOR CHECK		SPELL RESIST		ACID RESIST		COLD RESIST		ELECT. RESIST		FIRE RESIST							

TOTAL SKILLPOINTS: 12

## SKILLS

Skill Name		Key Ability	Skill Modifier	Ability Modifier	Ranks	Misc Modifier
✓	Acrobatics	DEX	1	= 1		
✓	Appraise	INT	1	= 1		
✓	Bluff	CHA	4	= 4		
✓	Climb	STR	0	= 0		
✓	Craft (Untrained)	INT	1	= 1		
✓	Diplomacy	CHA	4	= 4		
✓	Disguise	CHA	5	= 4 + 1		
✓	Escape Artist	DEX	6	= 1 + 1 + 1 + 4		
✓	Fly	DEX	5	= 1 + 1 + 1 + 3		
✓	Heal	WIS	1	= 1		
✓	Intimidate	CHA	8	= 4 + 1 + 1 + 3		
Linguistics(Draconic, Drow Sign Language, Orc)		INT	4	= 1 + 3		
✓	Perception	WIS	7	= 1 + 1 + 1 + 5		
✓	Perform (Untrained)	CHA	4	= 4		
✓	Ride	DEX	1	= 1		
✓	Sense Motive	WIS	1	= 1		
	Sleight of Hand	DEX	2	= 1 + 1		
	Spellcraft	INT	7	= 1 + 1 + 3 + 3		
✓	Stealth	DEX	2	= 1 + 1		
✓	Survival	WIS	1	= 1		
✓	Swim	STR	0	= 0		
				= + +		
				= + +		

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

## Rounds per Day [ ][ ][ ][ ][ ] [ ][ ]

**Claws (Su):** You can grow claws as a free action. These claws are treated as natural weapons, allowing you to make two claw attacks as a full attack action using your full base attack bonus. This is a supernatural ability. You can use your claws 7 rounds per day. [Paizo Inc. - Core Rulebook, p.75]

EQUIPMENT				
ITEM	LOCATION	QTY	WT / COST	
Crossbow, Light	Equipped	1	4 / 35	
Boots (Fire-Resistant)	Equipped	1	2 / 20	
Catching Cape	Equipped	1	3 / 200	
Robe of Components	Equipped	1	1 / 5,000	
Pockets contain all necessary spell components up to 50 gp.				
Potion of Cure Light Wounds	Equipped	5	0 (0) / 50 (250)	
Cures 1d8+1 points of damage				
Scroll (Mage Armor)	Equipped	4	0 (0) / 25 (100)	
Cures 1d8+1 points of damage				
Scroll (Magic Missile)	Equipped	4	0 (0) / 25 (100)	
Cures 1d8+1 points of damage				
TOTAL WEIGHT CARRIED/VALUE		10.08 lbs.	5,705gp	

WEIGHT ALLOWANCE					
Light	33	Medium	66	Heavy	100
Lift over head	100	Lift off ground	200	Push / Drag	500

MONEY	
Total= 0 gp [Unspent Funds = 290 gp]	

MAGIC
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Languages
Common, Draconic, Drow, Drow Sign Language, Elven, Orc

Other Companions
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Traits	
<b>Focused Mind</b>	[Paizo Inc. - Advanced Player's Guide, p.329]
Your childhood was either dominated by lessons of some sort (be they musical or academic) or by a horrible home life that encouraged your ability to block out distractions to focus on the immediate task at hand. You gain a +2 trait bonus on concentration checks.	
<b>Vagabond Child (urban) (Escape Artist)</b>	[Paizo Inc. - Advanced Player's Guide, p.332]
You grew up among the outcasts and outlaws of your society, learning to forage and survive in an urban environment. Select one of the following skills - Disable Device, Escape Artist, or Sleight of Hand. You gain a +1 trait bonus on that skill, and it is always a class skill for you.	

Special Qualities	
<b>Bloodline Arcana</b>	[Paizo Inc. - Core Rulebook, p.75]
Whenever you cast a spell with the cold descriptor, that spell deals +1 point of damage per die rolled.	
<b>Bonus Bloodline Power Use</b>	[Paizo Inc. - Advanced Race Guide]
Select one bloodline power at 1st level that is normally usable a number of times per day equal to 3 + the sorcerer's Charisma modifier. The sorcerer adds +1/2 to the number of uses per day of that bloodline power.	
<b>Bonus Sorcerer Spell</b>	[Paizo Inc. - Advanced Race Guide]
Add one spell known from the sorcerer spell list. This spell must be at least one level below the highest spell level the sorcerer can cast.	
<b>Cantrips</b>	[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.	
<b>Claws (Su)</b>	[Paizo Inc. - Core Rulebook, p.75]
You can grow claws as a free action. These claws are treated as natural weapons, allowing you to make two claw attacks as a full attack action using your full base attack bonus. This is a supernatural ability. You can use your claws 7 rounds per day.	
<b>Draconic Bloodline (Silver)</b>	[Paizo Inc. - Core Rulebook, p.75]
At some point in your family's history, a dragon interbred with your bloodline, and now its ancient power flows through your veins.	
<b>Dragon Resistances</b>	[Paizo Inc. - Core Rulebook, p.75]
You gain Cold Resistance 5 and a +1 natural armor bonus.	
<b>Drow Blooded</b>	[Paizo Inc. - Advanced Race Guide, p.42]
Some half-elves born of drow parents exhibit more drow traits than others:particularly many of the physical features of the drow:and have darkvision 60 feet and light blindness.	
<b>Drow-Descended</b>	[Paizo Inc. - Advanced Race Guide, p.]
These half-elves clearly bear the features of their dark elf parents, branding them immediately as a potential threat in the eyes of others no matter what their intent or character. These half-elves have the drow-blooded and drow magic alternate racial traits.	

<b>Drow Magic</b>	[Paizo Inc. - Advanced Race Guide, p.42]
A few half-elves with drow ancestry exhibit the innate magic of that race. Half-elves with this trait have drow blood somewhere in their background, and can cast dancing lights, darkness, and faerie fire each once per day, using the half-elf's character level as the caster level for these spell-like abilities. This racial trait replaces the adaptability and multi-talented racial traits.	
<b>Elf Blood (Ex)</b>	[Paizo Inc. - Core Rulebook, p.24]
Half-elves count as both elves and humans for any effect related to race.	
<b>Elven Immunities (Ex)</b>	[Paizo Inc. - Core Rulebook, p.24]
Half-elves are immune to magic sleep effects and get a +2 racial saving throw bonus against enchantment spells and effects.	
<b>Keen Senses (Ex)</b>	[Paizo Inc. - Core Rulebook, p.24]
Half-elves receive a +2 bonus on Perception skill checks.	
<b>Light Blindness (Ex)</b>	[Paizo Inc. - Bestiary, p.301]
You are blinded for 1 round if exposed to bright light, such as sunlight or the daylight spell. You are dazzled as long as you remain in areas of bright light.	
<b>Resistance to Cold (Ex)</b>	[Paizo Inc. - Bestiary, p.303]
You may ignore 5 points of Cold damage each time you take cold damage.	

Feats	
<b>Arcane Talent</b>	[Paizo Inc. - Advanced Player's Guide, p.151]
Magic is in your blood, and at your fingertips.	
Choose a 0-level spell from the sorcerer/wizard spell list. You can cast this spell three times per day as a spell-like ability. The caster level is equal to your character level. The save DC is 14	
<b>Elven Battle Training</b>	[Paizo Inc. - Advanced Race Guide, p.28]
You have been specially trained to wield a variety of traditional elven weapons.	
You have received special training with traditional elven weapons (longbows, composite longbows, longswords, rapiers, shortbows, composite shortbows, and any weapon with the word "elven" in its name). You receive a +2 bonus to your CMD against disarm and sunder maneuvers directed at one of these weapons you are wielding. In addition, if you are wielding one of these melee weapons, you may make an additional attack of opportunity each round (this bonus stacks with Combat Reflexes).	
<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
Battle Aspergillum, Bayonet, Blowgun, Boar Spear, Brass Knuckles, Cestus, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Chain), Dagger (Punching), Dart, Gaff, 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, Underwater Crossbow (Heavy), Underwater Crossbow (Light)

# Innate Racial Spells

Name	School	Time	Duration	Range	Source
At Will <a href="#">Dancing Lights</a>	Evocation [Light]	1 standard action	1 minute [D]	Medium (140 ft.)	CR.p.263
[V, S] TARGET: Up to four lights, all within a 10-ft.-radius area; <i>EFFECT</i> : You create up to four lights that resemble lanterns or torches. [SR:No]					
<input type="checkbox"/> <a href="#">Darkness</a>	Evocation [Darkness]	1 standard action	4 minutes [D]	Touch	CR.p.263
[V, M/DF] TARGET: Object touched; <i>EFFECT</i> : This spell causes an object to radiate darkness out to a 20-foot radius. [SR:No]					
<input type="checkbox"/> <a href="#">Faerie Fire</a>	Evocation [Light]	1 standard action	4 minutes [D]	Long (560 ft.)	CR.p.280
[V, S, DF] TARGET: Creatures and objects within a 5-ft.-radius burst; <i>EFFECT</i> : A pale glow surrounds and outlines the subjects who shed light as candles. [SR:Yes]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <a href="#">Ray of Frost</a>	Evocation, WaterSchool [Cold]	1 standard action	Instantaneous	Close (35 ft.)	CR.p.330
[V, S] TARGET: Ray; <i>EFFECT</i> : A ray of freezing air and ice projects from your pointing finger dealing 1d3 points of cold damage. [SR:Yes]					

\* =Domain/Speciality Spell

# Sorcerer Spells

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

## LEVEL 0 / Per Day:0 / Caster Level:4

Name	School	Time	Duration	Range	Source
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <a href="#">Acid Splash</a>	Conjuration, EarthSchool (Creation) [Acid]	1 standard action	Instantaneous	Close (35 ft.)	CR.p.239
[V, S] TARGET: One missile of acid; <i>EFFECT</i> : 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"/> <a href="#">Bleed</a>	Necromancy	1 standard action	Instantaneous	Close (35 ft.)	CR.p.249
[V, S] TARGET: One living creature; <i>EFFECT</i> : You cause a living creature that is below 0 hit points but stabilized to resume dying. [SR:Yes; DC:14, Will negates]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <a href="#">Detect Magic</a>	Divination	1 standard action	Concentration, up to 4 minutes [D]	60 ft.	CR.p.267
[V, S] TARGET: Cone-shaped emanation; <i>EFFECT</i> : You detect magical auras. [SR:No]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <a href="#">Ray of Frost</a>	Evocation, WaterSchool [Cold]	1 standard action	Instantaneous	Close (35 ft.)	CR.p.330
[V, S] TARGET: Ray; <i>EFFECT</i> : A ray of freezing air and ice projects from your pointing finger dealing 1d3 points of cold damage. [SR:Yes]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <a href="#">Read Magic</a>	Divination	1 standard action	40 minutes	Personal	CR.p.330
[V, S, F] TARGET: You; <i>EFFECT</i> : 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"/> <a href="#">Resistance</a>	Abjuration	1 standard action	1 minute	Touch	CR.p.334
[V, S, M/DF] TARGET: Creature touched; <i>EFFECT</i> : You imbue the subject with magical energy that protects it from harm, granting it a +1 resistance bonus on saves. [SR:Yes (harmless); DC:14, Will negates (harmless)]					

## LEVEL 1 / Per Day:7 / Caster Level:4

Name	School	Time	Duration	Range	Source
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <a href="#">Cause Fear</a>	Necromancy [Fear, Mind-Affecting, Emotion]	1 standard action	1d4 rounds or 1 round; see text	Close (35 ft.)	CR.p.252
[V, S] TARGET: One living creature with 5 or fewer HD; <i>EFFECT</i> : The affected creature becomes frightened. [SR:Yes; DC:15, Will partial]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <a href="#">Color Spray</a>	Illusion (Pattern) [Mind-Affecting]	1 standard action	Instantaneous; see text	15 ft.	CR.p.256
[V, S, M] TARGET: Cone-shaped burst; <i>EFFECT</i> : A vivid cone of clashing colors springs forth from your hand, causing creatures to become stunned, perhaps also blinded, and possibly knocking them unconscious. [SR:Yes; DC:15, Will negates]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <a href="#">Mage Armor</a>	Conjuration (Creation) [Force]	1 standard action	4 hours [D]	Touch	CR.p.306
[V, S, F] TARGET: Creature touched; <i>EFFECT</i> : An invisible but tangible field of force surrounds the subject of a mage armor spell, providing a +4 armor bonus to AC. [SR:No; DC:15, Will negates (harmless)]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <a href="#">Magic Missile</a>	Evocation [Force]	1 standard action	Instantaneous	Medium (140 ft.)	CR.p.309
[V, S] TARGET: Up to five creatures, no two of which can be more than 15 ft. apart; <i>EFFECT</i> : 2 missiles that do 1d4+1 damage each. [SR:Yes]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <a href="#">Mount</a>	Conjuration (Summoning)	1 round	8 hours [D]	Close (35 ft.)	CR.p.315
[V, S, M] TARGET: One mount; <i>EFFECT</i> : You summon a light horse or a pony [your choice] to serve you as a mount. [SR:No]					

## LEVEL 2 / Per Day:4 / Caster Level:4

Name	School	Time	Duration	Range	Source
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <a href="#">Aggressive Thundercloud</a>	Evocation [Electricity]	1 standard action	4 rounds	Medium (140 ft.)	ACG.p.172
[V, S, M/DF] TARGET: 5-ft.-diameter sphere; <i>EFFECT</i> : Flying storm cloud deals 3d6 electricity damage. [SR:yes; DC:16, Reflex negates]					

\* =Domain/Speciality Spell

# Innate

- At Will [Dancing Lights](#)  
☐Darkness  
☐Faerie Fire  
☐☐☐Ray of Frost

# Matando

Half-Elf (Drow-Descended)

RACE	
48	
AGE	
Male	
GENDER	
Darkvision (60 ft.)	
VISION	
Chaotic Neutral	
ALIGNMENT	
Right	
DOMINANT HAND	
6' 2"	
HEIGHT	
170 lbs.	
WEIGHT	
EYE COLOUR	
SKIN COLOUR	
,	
HAIR / HAIR STYLE	
PHOBIAS	
,	
PERSONALITY TRAITS	
INTERESTS	
,	
SPOKEN STYLE / CATCH PHRASE	
RESIDENCE	
LOCATION	
None	
REGION	
None	
DEITY	
Humanoid	
Race Type	
Race Sub Type	

Description:  
Biography: