

Matando

Character Name
Sorcerer 5
CLASS
5 (4)
Character Level (CR)

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

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

Conditional Save Modifiers:
+2 vs. enchantment spells and effects

	TOTAL	=	BASE ATTACK BONUS	+	STAT	+	SIZE	+	MISC	+	EPIC	+	TEMP
MELEE attack bonus	+2	=	+2	+	+0	+	+0	+	+0	+	0	+	
RANGED attack bonus	+3	=	+2	+	+1	+	+0	+	+0	+	0	+	
CMB attack bonus	+2	=	+2	+	+0	+	+0	+		+		+	
CMB	GRAPPLE +2	TRIP +2	DISARM +2	SUNDER +2	BULL RUSH +2	OVERRUN +2							
CMD	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.	
+3			+1			-1	
1d8			1d8			1d8	
480 ft.			560 ft.			640 ft.	
-7			-9			-11	
1d8			1d8			1d8	

*: 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.

Donovan

Player Name
Half-Elf (Drow-Descended) / Humanoid
RACE
48
AGE
Male
GENDER

HP	hit points	28	WOUNDS/CURRENT HP			
AC	armor class	12	:	11	:	11
		TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS
INITIATIVE	modifier	+1	=	+1	+	+0
		TOTAL	DEX MODIFIER	MISC MODIFIER		
Encumbrance		Light				

None

Deity
Medium / 5 ft.
SIZE / FACE
EYES

None

Region
6' 2" / 170 lbs.
HEIGHT / WEIGHT
HAIR

Chaotic Neutral

Alignment
Darkvision (60 ft.)
VISION
15
Points

SUBDUAL DAMAGE				DAMAGE REDUCTION				SPEED			
								Walk 30 ft.			
MISS CHANCE	Arcane Spell Failure	ARMOR CHECK PENALTY	SPELL RESIST	ACID RESIST	COLD RESIST	ELECT. RESIST	FIRE RESIST	Insight	Sacred	Profane	MISC
0	0	+0	0	5							

TOTAL SKILLPOINTS: 15		SKILLS		MAX RANKS: 5/5	
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS
✓ 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 + 4
✓ Fly		DEX	5	=	1 + 1 + 3
✓ Heal		WIS	1	=	1
✓ Intimidate		CHA	10	=	4 + 3 + 3
Linguistics(Draconic, Drow Sign Language, Orc)		INT	4	=	1 + 3
✓ Perception		WIS	7	=	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	8	=	1 + 4 + 3
✓ Stealth		DEX	2	=	1 + 1
✓ Survival		WIS	1	=	1
✓ Swim		STR	0	=	0
			=	+	+
			=	+	+

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

Claws	
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. Your claws are considered magic weapons for the purpose of overcoming DR. You can use your claws 7 rounds per day. These rounds do not need to be consecutive. [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

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

Other Companions

Traits	
Focused Mind	[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.	
Vagabond Child (urban) (Escape Artist)	[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	
Bloodline Arcana	[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.	
Bonus Bloodline Power Use	[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.	
Bonus Sorcerer Spell (2x)	[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.	
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.	
Claws (Su)	[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. Your claws are considered magic weapons for the purpose of overcoming DR. You can use your claws 7 rounds per day. These rounds do not need to be consecutive.	
Draconic Bloodline (Silver)	[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.	
Dragon Resistances	[Paizo Inc. - Core Rulebook, p.75]
You gain Cold Resistance 5 and a +1 natural armor bonus.	
Drow Blooded	[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.	
Drow-Descended	[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.

Drow Magic	[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.	
Elf Blood (Ex)	[Paizo Inc. - Core Rulebook, p.24]
Half-elves count as both elves and humans for any effect related to race.	
Elven Immunities (Ex)	[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.	
Keen Senses (Ex)	[Paizo Inc. - Core Rulebook, p.24]
Half-elves receive a +2 bonus on Perception skill checks.	
Light Blindness (Ex)	[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.	
Resistance to Cold (Ex)	[Paizo Inc. - Bestiary, p.303]
You may ignore 5 points of Cold damage each time you take cold damage.	

Feats	
Arcane Talent	[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	
Elven Battle Training	[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, longwords, 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).	
Extend Spell	[Paizo Inc. - Core Rulebook, p.123]
You can make your spells last twice as long. An extended spell lasts twice as long as normal. A spell with a duration of concentration, instantaneous, or permanent is not affected by this feat. An extended spell uses up a spell slot one level higher than the spell's actual level.	
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
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 Dancing Lights	Evocation [Light]	1 standard action	1 minute [D]	Medium (150 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"/> Darkness	Evocation [Darkness]	1 standard action	5 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"/> Faerie Fire	Evocation [Light]	1 standard action	5 minutes [D]	Long (600 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"/> Ray of Frost	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	7	3	—	—	—	—	—	—	—
PER DAY	at will	7	5	—	—	—	—	—	—	—
Concentration	+11									

LEVEL 0 / Per Day:0 / Caster Level:5

Name	School	Time	Duration	Range	Source
<input type="checkbox"/> Acid Splash	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"/> Bleed	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"/> Detect Magic	Divination	1 standard action	Concentration, up to 5 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"/> Ray of Frost	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"/> Read Magic	Divination	1 standard action	50 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"/> Resistance	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:5

Name	School	Time	Duration	Range	Source
<input type="checkbox"/> Cause Fear	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"/> Color Spray	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"/> Mage Armor	Conjuration (Creation) [Force]	1 standard action	5 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"/> Magic Missile	Evocation [Force]	1 standard action	Instantaneous	Medium (150 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> : 3 missiles that do 1d4+1 damage each. [SR:Yes]					
<input type="checkbox"/> Mount	Conjuration (Summoning)	1 round	10 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]					
<input type="checkbox"/> Shocking Grasp	Evocation, AirSchool [Electricity, MetalSchool]	1 standard action	Instantaneous	Touch	CR:p.343
[V, S] TARGET: Creature or object touched; <i>EFFECT</i> : Your successful melee touch attack deals 5d6 points of electricity damage. [SR:Yes]					
<input type="checkbox"/> Vanish	Illusion (Glamer)	1 standard action	5 rounds [D]	Touch	APG:p.253
[V, S] TARGET: creature touched; <i>EFFECT</i> : This spell functions like invisibility. Like invisibility, the spell immediately ends if the subject attacks any creature. [SR:Yes (harmless); DC:15, Will negates (harmless)]					

LEVEL 2 / Per Day:5 / Caster Level:5

Name	School	Time	Duration	Range	Source
<input type="checkbox"/> Aggressive Thundercloud	Evocation [Electricity]	1 standard action	5 rounds	Medium (150 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]					
<input type="checkbox"/> Flaming Sphere	Evocation, FireSchool [Fire]	1 standard action	5 rounds	Medium (150 ft.)	CR:p.283
[V, S, M/DF] TARGET: 5-ft.-diameter sphere; <i>EFFECT</i> : A burning globe of fire rolls in whichever direction you point and burns those it strikes. [SR:Yes; DC:16, Reflex negates]					
<input type="checkbox"/> Summon Monster II	Conjuration, AirSchool, EarthSchool, FireSch	1 round	5 rounds [D]	Close (35 ft.)	CR:p.352
[V, S, F/DF] TARGET: One summoned creature; <i>EFFECT</i> : This spell functions like summon monster I, except that you can summon one creature from the 2nd-level list or 1d3 creatures of the same kind from the 1st-level list. [SR:No]					

* =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: