

Brendan Alaric

Player: J. Todd Aleander

Male Ifrit Sorcerer 3 - CR 2

Neutral Good Outsider (Native); Deity: Ymeri; Age: 20;
Height: 5' 11"; Weight: 135lb.; Eyes: Blue; Hair: dark
Auburn; Skin: olive

Ability	Score	Modifier	Temporary
STR STRENGTH	11	0	
DEX DEXTERITY	16	+3	
CON CONSTITUTION	12	+1	
INT INTELLIGENCE	10	0	
WIS WISDOM	8	-1	
CHA CHARISMA	19	+4	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+2 =	+1	+1				
REFLEX (DEXTERITY)	+4 =	+1	+3				
WILL (WISDOM)	+2 =	+3	-1				

Damage Resistance, Fire (10)	Total	Enhanc	Shield	Dex	Deflect	Dodge	Misc
Defense	11 = 10			+1			

Armor DR 0 **Flat-Footed Def** 10

Armor DR	=	Armor	HD	Nat	Nat	Misc

Critical Defense	+1 =	DR	Shield	Dex	Deflec	Misc
				+1		

CM Bonus	+1 =	BAB	Strength	Size	Misc
		+1	0	-	-

CM Defense	12 = 10	BAB	Strength	Dexterity	Size
		+1	0	+3	-

Vigor	14	Total	Damage / Current Vigor

Wound	24	Total	Damage / Current Wounds

Base Attack	+1	Initiative	+3
		Speed	30 / 20 ft

Crossbow, Light

Ranged: +2, 1d8

Ranged, Both Hands: +4, 1d8

Crit: 19-20/x2

Rng: 80'
2-Hand, P



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	-3	DEX (3)	-	
Appraise	+0	INT (0)	-	
Bluff	+4	CHA (4)	-	
Climb	-6	STR (0)	-	
Diplomacy	+4	CHA (4)	-	
Disguise	+4	CHA (4)	-	
Escape Artist	-3	DEX (3)	-	
Fly	+1	DEX (3)	1	
Heal	-1	WIS (-1)	-	
Intimidate	+8	CHA (4)	1	
Knowledge (Geography)	+1	INT (0)	1	
Linguistics	+1	INT (0)	1	
Perception	-1	WIS (-1)	-	
Ride	-2	DEX (3)	1	
Sense Motive	-1	WIS (-1)	-	
Spellcraft	+5	INT (0)	2	
Stealth	-2	DEX (3)	1	
Survival	-1	WIS (-1)	-	
Swim	-6	STR (0)	-	
Use Magic Device	+8	CHA (4)	1	

Feats, Traits & Flaws

Eschew Materials

Cast without materials, if material cost is <= 1gp.

Extend Spell

Spell duration lasts twice as normal. +1 Level.

Frostborn

You gain a +4 trait bonus on any saving throws made to resist the effects of cold environments, as well as a +1 trait bonus on all saving throws against cold effects.

Magical Lineage: Mage Armor

A chosen spell counts as 1 level lower when metamagic feats are applied to it.

Simple Weapon Proficiency - All

Proficient with all simple weapons.

Weapon Finesse

With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to

Special Abilities

Darkvision (60 feet)

You can see in the dark (black and white vision only).

Elemental Affinity (fire) (Ex)

Sorcerers of this race with the elemental (fire) bloodline treat their Charisma score as 2 points higher for all sorcerer spells and class abilities. Spellcasters with the Fire domain use their domain powers and spells at +1 caster level.

Elemental Ray (8/day) (Sp)

Starting at 1st level, 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 points of damage of your energy type + 1 for every two sorcerer levels you

Elemental: Fire

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

Gear

Total Weight Carried: 92.9/115lbs, Heavy Load

(Light: 38lbs, Medium: 76lbs, Heavy: 115lbs)

Artisan's Outfit (Free)	-
Backpack, Masterwork (empty)	4 lbs
Blanket	1 lb
Blanket	1 lb
Candle x2	
Case, map or scroll (empty)	0.5 lbs
Case, map or scroll (empty)	0.5 lbs
Chalk, 1 piece x4	
Crossbow, Light	4 lbs
Dagger	1 lb
Earplugs	-
Fishhook x2	
Flint and steel	
Heatstone	1 lb
Ink (1 oz. vial, black)	
Inkpen	
Longspear	9 lbs
Money	66.4 lbs
Oil (1-pint flask) x2	1 lb
Paper (sheet) x5	
Perfume/Cologne	
Rapier	2 lbs
Soothe Syrup	0.5 lbs
Vermin repellent	

Dagger

Mainhand: **+4, 1d4** Crit: 19-20/x2
Rng: 10'
Ranged: **+4, 1d4** Light, P/S

Longspear

Both Hands: **+1, 1d8** Crit: 20/x3
2-Hand, P, Brace

Rapier

Mainhand: **+0, 1d6** Crit: 18-20/x2
Both Hands: **+0, 1d6** 1-Hand, P

Unarmed Strike

Mainhand: **+4, 1d3** Crit: 20/x2
Light, B, Nonlethal

Special Abilities

Hero Points (1)

Hero points can be spent at any time and do not require an action to use (although the actions they modify consume part of your character's turn as normal). You cannot spend more than 1 hero point during a single round of

Spell-Like Abilities

Burning Hands (1/day) (Sp)

Tracked Resources

Dagger

Elemental Ray (8/day) (Sp)

Experience & Wealth

Experience Points: **3300/6000**

Current Cash: **3319 GP, 1 CP**

Languages

Common Ignan
Dwarven

Spells & Powers

Sorcerer Spell DC: 15 + spell level

CL: 3 (vs. SR: +3, Concentration: +8)

Melee Touch +4 Ranged Touch +4

Maximum Sorcerer spells known / per day: **5*/x0; 3/7x1**

Sorcerer 0: Daze (DC 15), Light, Detect Magic, Drench (DC 15), Spark (DC 15)

Sorcerer 1: Protection from Evil (DC 16), Magic Missile, Mage Armor (DC 16), Burning Hands (DC 16)

Background

Brendan Alaric is in more ways than one a typical Ifrit. His hair is of dark auburn locks with just a hint of black undertones which is a great counterpart to his light olive complexion. The typical horns are more subdued on him and are covered by his auburn locks so as to be almost unnoticeable.