

## Brendan Alaric

Player: J. Todd Aleander

Male Ifrit Sorcerer 3 - CR 2

Neutral Good Outsider (Native); Deity: Ymeri; Age: 19;  
Height: 5' 11"; Weight: 135lb.; Eyes: Blue; Hair: dark  
Auburn; Skin: olive

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

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

Damage Resistance, Fire (10)	Total	Enhanc	Shield	Dex	Deflect	Dodge	Misc
<b>Defense</b>	13 = 10			+3			

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

Armor DR	=	Armor	HD	Nat	Nat	Misc

Critical Defense	+3 =	DR	Shield	Dex	Deflec	Misc
				+3		

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

CM Defense	14 = 10	BAB	Strength	Dexterity	Size
		+1	0	+3	-

Vigor	14	Total	Damage / Current Vigor

Wound	24	Total	Damage / Current Wounds

<b>Base Attack</b>	+1	<b>Initiative</b>	+3
		<b>Speed</b>	30 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
<b>Acrobatics</b>	+3	DEX (3)	-	
<b>Appraise</b>	+0	INT (0)	-	
<b>Bluff</b>	+4	CHA (4)	-	
<b>Climb</b>	+0	STR (0)	-	
<b>Diplomacy</b>	+4	CHA (4)	-	
<b>Disguise</b>	+4	CHA (4)	-	
<b>Escape Artist</b>	+3	DEX (3)	-	
<b>Fly</b>	+7	DEX (3)	1	
<b>Heal</b>	-1	WIS (-1)	-	
<b>Intimidate</b>	+8	CHA (4)	1	
<b>Knowledge (Geography)</b>	+1	INT (0)	1	
<b>Linguistics</b>	+1	INT (0)	1	
<b>Perception</b>	-1	WIS (-1)	-	
<b>Ride</b>	+4	DEX (3)	1	
<b>Sense Motive</b>	-1	WIS (-1)	-	
<b>Spellcraft</b>	+5	INT (0)	2	
<b>Stealth</b>	+4	DEX (3)	1	
<b>Survival</b>	-1	WIS (-1)	-	
<b>Swim</b>	+0	STR (0)	-	
<b>Use Magic Device</b>	+8	CHA (4)	1	

### Feats, Traits & Flaws

#### Eschew Materials

Cast spells without materials, if component cost is 1 gp or less.

#### 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: 33.9/115lbs, Light 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	7.4 lbs
Oil (1-pint flask) x2	1 lb
Oil of Magic Weapon x3	-
Paper (sheet) x5	
Perfume/Cologne	
Potion of Aid x2	-
Potion of Cure Light Wounds x3	-
Potion of Protection From Evil	-
Rapier	2 lbs
Ring of the Sublime	-
Scroll: Disrupt Undead, Disrupt Undead, Disrupt Undead,	-
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)

## Experience & Wealth

Experience Points: **3300/6000**  
Current Cash: **369 GP, 1 CP**

## Tracked Resources

Dagger	<input type="checkbox"/>
Elemental Ray (8/day) (Sp)	<input type="checkbox"/>
Oil of Magic Weapon	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Potion of Aid	<input type="checkbox"/> <input type="checkbox"/>
Potion of Cure Light Wounds	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Potion of Protection From Evil	<input type="checkbox"/>

## 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 was the 10th and last child born to minor but very important noble Ifrit Family. Small for his age he was considered the runt of the litter by both of his parents and when a hostage was needed to secure a peace treaty he was readily sent to live at the age of eight to the Frozen Wastelands.

Held as a hostage for his families good behavior for the next ten years, Brendan had little or no interaction with his family outside of the obligatory yearly letter. The upside to these ten years was that his host family, the vast and immensely powerful Bearstalker Clan, treated him with respect and allowed the young Brendan to more or less determine his own fate thru the education and war training that he received.

Never good with a blade, Brendan had a nasty training incident in which he almost lost his life when he failed to parry correctly a war axe and will to the day he dies bear a large white scar on his left side. While he was recuperating, the lady of the clan, Mistress Tanyaika, brought him books to pass the time and he soon found he had an interest in leaning especailly about magical things.

After he recovered, Mistress Tanyaika, allowed him to test for magical ability and it was discovered that the young Brendan had a talent for sorcerous magic. The remainder of his time as a hostage was thus spent in the company of Mistess Tanyaika where he was her proteage/student. It was during this apprenticeship that he meet one of her numerous learned friends Professor Lou and developed a friendship/apprentceship by correspondece with the learned man.

Upon his 18th birthday, Brendan Alaric was released for his hostage status and his family was obligated to send another your family memeber to take his place for the last and final ten years of the binding treaty.

Physical, Brendan is a small framed Ifrit standing just 5'11 and weighing only 135 pounds. His most pronouced feature is his dark auburn locks that appear to be reddish black and attarct considerable attention among the ladies due to the warm undertones.

Having no love for his family and a disdane for their disregard of him, Brendan is very quick to anger if he feels slighted or passed over but has a tempermenat to judge if he needs to be physical about it or just harbor a grudege until he can right the insult. This is his motivation to date in regards to becoming a powerful sorceror, to wreak a terrible reveng on his family who discounted him so.