

Bromsby Tarken

Character Name
Sorcerer 3
CLASS
3 (2)
Character Level (CR)

Steven

Player Name
Gnome / Humanoid
RACE
58
AGE
Male
GENDER

Deity
Small / 5 ft.
SIZE / FACE
EYES

None
Region
3' 6" / 41 lbs.
HEIGHT / WEIGHT
HAIR

Chaotic Good
Alignment
Low-Light Vision
VISION
20
Points

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	8	-1	8	-1		
DEX Dexterity	15	+2	15	+2		
CON Constitution	15	+2	15	+2		
INT Intelligence	13	+1	13	+1		
WIS Wisdom	10	+0	10	+0		
CHA Charisma	17	+3	17	+3		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP
FORTITUDE (constitution)	+3	= +1	+2	+0	+0	+0	
REFLEX (dexterity)	+3	= +1	+2	+0	+0	+0	
WILL (wisdom)	+3	= +3	+0	+0	+0	+0	

Conditional Save Modifiers:
+2 vs. illusion spells or effects

Conditional Combat Modifiers:
Critical Defense: Make a Critical Defense Check Bonus at +3 to avoid critical hits.
Critical Confirm DC: Add +0 to your raw dice roll to give DC to confirm critical threats.
Psychology DC: 13
+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	+1	=	+1	-1	+1	+0	+0	
RANGED attack bonus	+4	=	+1	+2	+1	+0	+0	
CMB attack bonus	-1	=	+1	-1	-1			

	GRAPPLE	TRIP	DISARM	SUNDER	BULL RUSH	OVERRRUN
CMB	-1	-1	-1	-1	-1	-1
CMD	11	11	11	11	11	11

UNARMED (nonlethal only)	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+1	1d2-1	20/x2	5 ft.

*Dagger (Small)		HAND	TYPE	SIZE	CRITICAL	REACH
		Primary	PS	S	19-20/x2	5 ft.
TOTAL ATTACK BONUS		DAMAGE				
+1		1d3-1				
10 ft.	20 ft.	30 ft.	40 ft.	50 ft.		
TH +4	+2	+0	-2	-4		
Dam 1d3-1	1d3-1	1d3-1	1d3-1	1d3-1		

Masterwork Crossbow, Light (Small)		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	P	S	19-20/x2	5 ft.
Range: 30 ft.	To Hit: +5	Damage: 1d6				
80 ft.	160 ft.	240 ft.	320 ft.	400 ft.		
TH +5	+3	+1	-1	-3		
Dam 1d6	1d6	1d6	1d6	1d6		
480 ft.	560 ft.	640 ft.	720 ft.	800 ft.		
TH -5	-7	-9	-11	-13		
Dam 1d6	1d6	1d6	1d6	1d6		

Special Properties: Looks like a scorpion, sandy orange

*: 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
Studded Leather (Small)	Light	+3	+5	-1	15

VP Vitality	14	WOUNDS/CURRENT HP			SUBDUAL DAMAGE				WP Wound Points	15	DAMAGE REDUCTION			0/Armor		SPEED					Walk 20 ft.												
DEF defense	13	TOTAL	11	FLAT	13	=	10	BASE	0	ARMOR BONUS	0	SHIELD BONUS	2	SIZE	1	+	0	NATURAL ARMOR	0	DEFLECTION	0	DODGE	0	Morale	0	Insight	0	Sacred	0	Profane	0	MISC	0
INITIATIVE modifier	+2	TOTAL	+2	DEX MODIFIER	+0	MISC MODIFIER		MISS CHANCE	0	Arcane Spell	0	ARMOR CHECK	+0	SPELL RESIST	0	ACID RESIST		COLD RESIST		ELECT. RESIST	10	FIRE RESIST											

Encumbrance	Light
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TOTAL SKILLPOINTS: 9		SKILLS		MAX RANKS: 3/3	
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓ Acrobatics	DEX	2	=	2	
✓ Acrobatics (Jump)	DEX	-2	=	2	+ -4
✓ Appraise	INT	5	=	1 + 1 + 3	
✓ Artistry	INT	1	=	1	
✓ Bluff	CHA	9	=	3 + 3 + 3	
✓ Climb	STR	-1	=	-1	
✓ Craft (Untrained)	INT	1	=	1	
✓ Diplomacy	CHA	3	=	3	
✓ Disguise	CHA	3	=	3	
✓ Escape Artist	DEX	2	=	2	
✓ Fly	DEX	4	=	2 + 2	+ 2
✓ Heal	WIS	0	=	0	
✓ Intimidate	CHA	3	=	3	
Knowledge (Arcana)	INT	9	=	1 + 3 + 5	
Knowledge (History)	INT	7	=	1 + 3 + 3	
Knowledge (Planes)	INT	6	=	1 + 2 + 3	
Linguistics(Auran)	INT	2	=	1 + 1	
Lore (Inquisition Leaders)	INT	5	=	1 + 1 + 3	
✓ Perception	WIS	2	=	0	+ 2
✓ Perform (Untrained)	CHA	3	=	3	
✓ Ride	DEX	2	=	2	
✓ Sense Motive	WIS	0	=	0	
Spellcraft	INT	7	=	1 + 3 + 3	
✓ Stealth	DEX	6	=	2	+ 4
✓ Survival	WIS	0	=	0	
✓ Swim	STR	-1	=	-1	
Use Magic Device	CHA	7	=	3 + 1 + 3	
			=	+	+
			=	+	+

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

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+1 points of electricity damage You can use this ability 6 times per day. [Paizo Inc. - Core Rulebook, p.76]	

Crossbow, Light (Small)		HAND	TYPE	SIZE	CRITICAL	REACH
		Not Carried	P	S	19-20/x2	5 ft.
Range: 30 ft.	To Hit: +4	Damage: 1d6				
80 ft.	160 ft.	240 ft.	320 ft.	400 ft.		
TH	+4	+2	+0	-2	-4	
Dam	1d6	1d6	1d6	1d6	1d6	
	480 ft.	560 ft.	640 ft.	720 ft.	800 ft.	
TH	-6	-8	-10	-12	-14	
Dam	1d6	1d6	1d6	1d6	1d6	

EQUIPMENT				
ITEM	LOCATION	QTY	WT / COST	
Dagger (Small)	Equipped	1	0.5 / 2	
Outfit (Explorer's/Small)	Equipped	1	2 / 0	
Backpack (Small)	Equipped	1	0.5 / 2	
2.78 lbs., 1 Bedroll (Small), 1 Ink (1 oz. Vial), 1 Inkpen, 2 Invisible Ink (Simple), 5 Parchment (Sheet), 1 Scroll Case, 1 Soap (per lb.)				
Bedroll (Small)	Backpack (Small)	1	1.2 / 0.1	
Inkpen	Backpack (Small)	1	0 / 0.1	
Invisible Ink (Simple)	Backpack (Small)	2	0 (0) / 2 (4)	
☐☐	Backpack (Small)	5	0 (0) / 0.2 (1)	
Parchment (Sheet)	Backpack (Small)	5	0 (0) / 0.2 (1)	
Scroll Case	Backpack (Small)	1	0.5 / 1	
A leather or wooden scroll case easily holds four scrolls; you can cram more inside, but retrieving any of them becomes a full-round action rather than a move action.0.03 lbs., 1 Scroll (Sending), 2 Scroll (Sleep), 1 Scroll (Stand the Heat/Wizard/1st/Arcane/Minor)				
Scroll (Sleep)	Scroll Case	2	0 (0) / 25 (50)	
☐☐	Scroll Case	1	0 / 25	
Scroll (Stand the Heat/Wizard/1st/Arcane/Minor)	Scroll Case	1	0 / 25	
Pouch (Belt) (Small)	Equipped	1	0.1 / 1	
3.92 lbs., 2 Coin (Copper Piece), 187 Coin (Gold Piece), 7 Coin (Silver Piece)				
Bolt, Crossbow (Small)	Carried	10	0.1 (0.5) / 0.1 (1)	
☐☐☐				

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

MONEY	
Coin (Gold Piece): 187[Pouch (Belt) (Small)]	
Coin (Silver Piece): 7[Pouch (Belt) (Small)]	
Coin (Copper Piece): 2[Pouch (Belt) (Small)]	
Total= 187.7 gp	

MAGIC
Languages
Auran, Common, Elven, Gnome, Sylvan

Other Companions

Traits
Resilient Caster [Paizo Publishing - Ultimate Campaign, p.58]
Your great force of will makes your magic harder to dispel. Your caster level is treated as 1 level higher whenever someone attempts to dispel one of your spells.
Student of War [Burning Sky]
You have studied the art of war at Gabal's wizard's school, and have practiced battling many foes at once. You gain Knowledge (History) as a bonus class skill. Additionally, you can strengthen your spells for use in large-scale battles. You can spontaneously modify a spell, which extends its casting time: if the spell's normal casting time is 1 action, casting the modified version is a full-round action; for a spell with a longer casting time, it takes an extra full-round action to cast the modified version. When you do so, if the modified spell affects three or more creatures, increase the spell's save DC by +1.

Special Attacks
Elemental Ray (Sp) [Paizo Inc. - Core Rulebook, p.76]
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+1 points of electricity damage You can use this ability 6 times per day.

Special Qualities
Academician [Paizo Inc. - Advanced Player's Guide, p.15]
Some gnomes are more academically inclined than their kin. Gnomes with this racial trait gain a +2 bonus on any one Knowledge skill. This racial trait replaces the obsessive racial trait.
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 electricity. This also changes the spell's type to Electricity.
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 (Air) [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.

Resistance to Electricity (Ex)	[Paizo Inc. - Bestiary, p.303]
You may ignore 10 points of Electricity damage each time you take electricity 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.	
+1 Skill Bonus (Lore (Inquisition Leaders), Lore (Inquisition Leaders), Lore (Inquisition Leaders))	[Paizo Inc. - Core Rulebook]
GM awarded PC with +1 skill bonus.	

Feats	
Elemental Focus (Elemental Focus (Electricity))	[Paizo Inc. - Advanced Player's Guide, p.158]
Your spells of a certain element are more difficult to resist.	
Choose one energy type (acid, cold, electricity, or fire). Add +1 to the Difficulty Class for all saving throws against spells that deal damage of the energy type you select.	
Taunt	[Paizo Inc. - Advanced Player's Guide, p.172]
You may be small, but your remarks cut others down to size.	
You can demoralize opponents using Bluff rather than Intimidate (see the Intimidate skill description for details) and take no skill check penalty for being smaller than your target.	
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
<input type="checkbox"/> Dancing Lights	Evocation [Light]	1 standard action	1 minute [D]	Medium (130 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	3 rounds [D]	Close (30 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:13, 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:13, See text]					
<input type="checkbox"/> Speak with Animals	Divination	1 standard action	3 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/Speciality Spell

Sorcerer Spells

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

LEVEL 0 / Per Day:0 / Caster Level:3

Name	School	Time	Duration	Range	Source
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Dancing Lights	Evocation [Light]	1 standard action	1 minute [D]	Medium (130 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"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Daze	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	1 round	Close (30 ft.)	CR.p.264
[V, S, M] TARGET: One humanoid creature of 4 HD or less; EFFECT: This spell clouds the mind of a humanoid creature with 4 or fewer Hit Dice so that it takes no actions. [SR:Yes; DC:13, Will negates]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Detect Magic	Divination	1 standard action	Concentration, up to 3 minutes [D]	60 ft.	CR.p.267
[V, S] TARGET: Cone-shaped emanation; EFFECT: You detect magical auras. [SR:No]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Ghost Sound	Illusion (Figment)	1 standard action	3 rounds [D]	Close (30 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:14, Will disbelief]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Read Magic	Divination	1 standard action	30 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.					

LEVEL 1 / Per Day:6 / Caster Level:3

Name	School	Time	Duration	Range	Source
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Burning Hands (Electricity)	Evocation [Electricity]	1 standard action	Instantaneous	15 ft.	CR.p.206
[V, S] TARGET: Cone-shaped burst; EFFECT: 3d4 electricity damage [SR:Yes; DC:15, Reflex half]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <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; EFFECT: 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"/> <input type="checkbox"/> Ear-Piercing Scream	Evocation [Sonic]	1 standard action	Instantaneous; see text	Close (30 ft.)	UM.p.218
[V, S] TARGET: One creature; EFFECT: You unleash a powerful scream, inaudible to all but a single target. The target is dazed for 1 round and takes 1d6 points of sonic damage. A successful save negates the daze effect and halves the damage. [SR:Yes; DC:14, Fortitude partial (see text)]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Vanish	Illusion (Glamer)	1 standard action	3 rounds [D]	Touch	APG.p.253
[V, S] TARGET: creature touched; EFFECT: 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)]					

* =Domain/Speciality Spell

Innate

- ☐Dancing Lights
- ☐Ghost Sound (DC:13)
- ☐Prestidigitation (DC:13)
- ☐Speak with Animals

Bromsby Tarken

Gnome

RACE

58

AGE

Male

GENDER

Low-Light Vision

VISION

Chaotic Good

ALIGNMENT

Right

DOMINANT HAND

3' 6"

HEIGHT

41 lbs.

WEIGHT

EYE COLOUR

SKIN COLOUR

,

HAIR / HAIR STYLE

PHOBIAS

,

PERSONALITY TRAITS

INTERESTS

,

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

None

REGION

DEITY

Humanoid

Race Type

Race Sub Type

Description:
Biography: