Chac	ł												None	None	VAN 14. 11	
Character Name					Player N	ame				Deity	ity Region		Alignment			
Sorcerer 3					Human / Humanoid			Mediu	ium / 5 ft. 6' 1" / 195 lbs.		Normal					
CLASS					RACE					SIZE / F	SIZE / FACE HEIGHT / WEIGHT		VISION			
3 (2) 5000 / 9000				21		М	ale					25				
Character Level (CR) EXP/NEXT LEVEL			L	AGE			ENDER		EYES		HAIR	Points				
ABILITY NA	ME BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD				WOUNDS/CUF	RENT HP		SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED	
STR		-2	<b>7</b>	-2	SCORE	MOD	HP hit points	22	2						Walk 30 ft.	
Strength DEX Dexterity	14	+2	14	+2		٥i	AC armor class	13 TOTA		: <b>12</b> т тоџсн	= 10 BASE +	0+0+	2 + 0 + 1 +	0 + 0 + 0 . DODGE Morale	+ 0 + 0 + 0 + 0 MISC	
CON		+2	14	+2			INITL	ATIVE			+2	BONUS BONUS				
INT	e 12	+1	12	+1				<b>PALIVL</b> odifier	TOTA		HISC MODIFIER	MISS Arcar CHANCE Spel Failu	IN CHECK RESIST RESIST	COLD ELECT. FIRE T RESIST RESIST RESIST		
Wisdom	10	+0	10	+0			Encu	mbrance	•	Light			LLPOINTS: 12	SKILLS		
CHA	20	+5	20	+5		Ξ.							SKILL NAME	KEY ABILITY	SKILL ABILITY RANKS MISC MODIFIER MODIFIER MODIFIER	
Charisma	ι			BASE	ABILIT	TY MAGIC	MISC	EPIC	TEMP			<ul> <li>Acrobati</li> </ul>		DEX	2 = 2	
	NG THRO		TOTAL	SAVE					TEMP			<ul> <li>✓ Appraise</li> <li>✓ Bluff</li> </ul>	9	INT	1 = 1	
FOR	CONSTITUTION)	DE	+3	= +1	+ +2	2  + +0	+ +0	+ +0 +				✓ Bluii ✓ Climb		CHA STR	11 = 5 + 3 + 3 -2 = -2	
R	<b>REFLEX</b> +3 = +1 + +		+ +2	2++0++0++0+				<ul> <li>✓ Craft (Untrained)</li> </ul>		INT	1 = 1					
	(dexterity)							<ul> <li>Diplomacy</li> </ul>		CHA	8 = 5 + 3					
WILL +3 = +3 + +		+ +C	0 + +0 + +0 + +0 +					✓ Disguise		CHA 5 = 5						
	(modolil)											<ul> <li>Escape</li> </ul>	Artist	DEX	2 = 2	
			TOTA	41	B	BASE ATTACK	RONIUS	STAT	SIZE	MISC EPIC	TEMP	✓ Fly		DEX	2 = 2	
ME	LEE		-1		] = [	+1	BONUS	+ -2 +	+0+	+0 + 0	+	Handle /	Animal	CHA	6 = 5 + 1	
attac	k bonus									✓ Heal		WIS	0 = 0			
	IGED		+3		=	+1 ++2 ++0 ++0 ++ 0			+	<ul> <li>Intimidat</li> </ul>		CHA	9 = 5 + 1 + 3			
	k bonus								18	<ul> <li>Perception</li> <li>Perform (Untrained)</li> </ul>		WIS	0 = 0			
	MB		-1		=	+1		+ -2 +	+0 +	+	+	✓ Perform ✓ Ride	(Untrained)	CHA	5 = 5 2 = 2	
	GR	APPLE		TRIP		ſ	DISARM		SUNDER	BULL RUSH	OVERRUN		Activo	DEX WIS	2 2	
CMB		-1		-1			-1		-1	-1	-1	Spellcra		INT	0 = 0 7 = 1 + 3 + 3	
CMD		11		11			11		11	11	11	✓ Stealth	n en	DEX	2 = 2	
-												✓ Survival		WIS	0 = 0	
_	NARM		то	TAL ATT		SUNC	DAMA				-	✓ Swim		STR	-2 = -2	
(	nonlethal or	nly)		-	1		1d3-	2	20/x2	51	τ.	Use Mag	gic Device	CHA	9 = 5 + 1 + 3	
	*Cr	oss	bow,	Heav	'y		HAND				EACH				= + +	
Range: 30 ft. To Hit:			o Hit.	+3	Both	P		9-20/x2	5 ft.			1	= + +			
120 ft. 240 ft.				+3 Damage: 1d10 360 ft. 480 ft. 600 ft.						✓: can be used untrain	ed. X: exclusive skills.	: Skill Mastery.				
TH	+3			+1		+1 -1		-1 -3		-5				Claws		
Dam	1d10			1d10		1d10 1d10		1d10		Rounds per Day						
тн	720 ft. -7			840 ft. -9		960 ft. -11		1080 -13		1200 f -15						
Dam	1d10	)		1d10		1d10	)	-13 1d10		1d10	)	allowing you to	Claws (Su):You can grow claws as a free action. These claws are treated as natural weap allowing you to make two claw attacks as a full attack action using your full base attack bo		full base attack bonus. This is a	
*: weapon	is equipped		1									supernatural at	pility. You can use your claws	8 rounds per day. [Paizo In	c Core Rulebook, p.75]	

\*: 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.

Crossbow Bolts (10) Equipped 10 1 (10) / 1 (10) Handy Haversack Equipped 1 5 / 2,000 Wand of Cure Light Wounds Equipped 1 0,1 / 750 How Bayes and the Light Wounds Equipped 1 0,1 / 750 How Bayes and the Light Wounds Equipped 1 0,1 / 750 How Bayes and the Light Wounds Equipped 1 0,1 / 750 How Bayes and the Light Wounds 140 (10) (10) (10) (10) (10) (10) (10) (10		EOUIDME			
Crossbow, Heavy Equipped 1 e 8/50 Crossbow Bolts (10) Equipped 1 e 1/10 / 1 (10) Handy Haversack Equipped 1 5 / 2,000 Wand of Cure Light Wounds Equipped 1 0.1 / 750 Construction of Section 2000000000000000000000000000000000000	ITEM	EQUIPME		QTY	WT / COST
Handy Haversack       Equipped       1       5 / 2.000         Handy Haversack       Equipped       1       0.1 / 750         Wand of Cure Light Wounds       Equipped       1       0.1 / 750         Correction of Cure Light Wounds       Equipped       1       0.1 / 750         Correction of Cure Light Wounds       Equipped       1       0.1 / 750         Correction of Cure Light Wounds       Equipped       1       0.1 / 750         Correction of Cure Light Wounds       23.06 lbs.       2.810gp         Light 23       Medium 140       Push / Drag       350         WEIGHT ALLOWANCE         Languages         Come of your parents was a gifted spellcaster who not only used metamagic fease and werkape energine of this greatness. When you apply metamagic fease and you hour parents was a gifted spellcaster who not only used metamagic fease and perhapse energine an energine final adjusted drvol.         Reactionary         Reaction of fease response instead, you became adept at anticipating suden attacks and reacting require developed an offensive response instead, you became adept at anticipating suden attacks and reacting require developed an offensive response instead, you became adept at anticipating suden attacks and reacting require developed and an effensive response instead, you became adept at anticipating suden attacks and reacting require developed an offensive response instead, you became adept at anticipating	Crossbow, Heavy			1	8 / 50
Analy Haversack       Equipped       1       5 / 2.000         Wand of Cure Light Wounds       Equipped       1       0.1 / 750         Total WEIGHT CARRIED/VALUE       23.06 lbs       2.810gpr         Total WEIGHT CARRIED/VALUE       23.06 lbs       2.810gpr         MONEY       Total = 0 gp [Unspent Funds = 190 gp         MAGIC       MAGIC         Magical Lineage (Fireball)       [Paizo Inc Advanced Payer's Guido, p.329         Magical Lineage (Fireball)       [Paizo Inc Advanced Payer's Guido, p.329         Magical Lineage (Fireball total	Crossbow Bolts (10)		Equipped	10	1 (10) / 1 (10)
Handy Haversack Equipped 1 5 / 2.000 Wand of Cure Light Wounds Equipped 1 0, 1 / 750 Wand of Cure Light Wounds Equipped 1 0, 1 / 750 TOTAL WEIGHT CARRIEDVALUE 23.06 lbs. 2,810gp WEIGHT ALLOWANCE Light 23 Medlum 46 Heavy 70 Lift over head 70 Lift off ground 140 Push / Drag 350 MONEY Total= 0 gp [Unspent Funds = 190 gp MAGIC Languages Common, Draconic Other Companions Cother Companions Cother Companions Cother Companions Cother Companions Cother Companions Cother Companions Cother Companions Cother Companions Fraits Magical Lineage (Fireball) Plazo Inc Advancee Player's Guide, 0.322 One of your parents was a gifted spelleaster who not only used metamagic feats to Fireball reat its actual level as 1 lower for determining the spells final adjusted level. Reactionary You were builled often as a child, but never quite developed an offensive response quickly. You gain a +2 trait borus on Initiative checks. Special Qualities Bioodline Arcana (Plazo Inc Advanceer Player's Guide, 0.322 You were builled often as a child, but never quite developed an offensive response quickly. You gain a +2 trait borus on Initiative checks. Special Qualities Bioodline Arcana (Plazo Inc Corr Rulebook, p.27 Whenever you cast a spell with the fire descriptor, that spell deals +1 point of damage ger die rolled. Bioodline Arcana (Plazo Inc Corr Rulebook, p.27 You learn a number of cantrips, or 0-level spells. These spells are cast like any othe spells, but they do not consume any slots and may be used again. Claws (SN) (Plazo Inc Corr Rulebook, p.77 You learn a number of cantrips, or 0-level spells. These spells are cast like any othe spells, but they do not consume any slots and may be used again. Claws (SN) (Plazo Inc Corr Rulebook, p.77 You gain Fire Resistance 5 and a +1 natural armor borus. Brouse Feat Corres (Elemental Focus (Fire)) (Plazo Inc Corr Rulebook, p.77 You gain Fire Resistance 5 and a +1 natural armor borus. Brouse Feat Corres (Elemental Focus (Fire)) (Plazo Inc Corr Rulebook, p.77 You gain Fire Resista					
Handy Haversack       Equipped       1       5 / 2.000         Wand of Cure Light Wounds       Equipped       1       0.1 / 750         Weinder Light Wounds       Equipped       1       0.1 / 750         TOTAL WEIGHT CARRIEDVALUE       23.06 lbs.       2.810gp         WEIGHT ALLOWANCE         Light 23       Medlum 46       Heavy 70         Lift over head 70       Lift of ground 10       Push / Drag       350         MONEY         Total WEIGHT CARRIEDVALUE       2.06 lbs.       2.810gp         Lift over head 70       Lift of ground 140       Push / Drag       350         MAGIC         Languages         Common, Draconic         Total Weifer Franks         Magical Lineage (Fireball)       [Paizo Inc Advancer         Magica Lineage (Fireball)         Gone of your parents was a gifted spellcaster who not only used metamagic feats to Fireball         Gracio Inc Advancer         Payer's Guide, p.329         Magica Lineage (Fireball)       Paizo Inc Advancer         Payer's Guide, p.329         Cone of your parents was a gifted spellcaster who not only					
Wand of Cure Light Wounds       Equipped       1       0.1 / 750         Wand of Cure Light Wounds       Equipped       1       0.1 / 750         Weller       23.06 lbs.       2.810gp         WEIGHT CARRIED/VALUE       23.06 lbs.       2.810gp         WEIGHT ALLOWANCE         Light 23       Medium 46       Heavy 70         MAGIC         MAGIC         MAGIC         MAGIC         Light 23       Medium 46       Heavy 70         Light 23       Medium 40       Heavy 70         Magint 20			Faulanad	4	E / 2 000
Control of the cont control of the cont control of the control of the control of th	•	unde			
TOTAL WEIGHT CARRIED/VALUE       23.06 ik.       2.810 gr         TOTAL WEIGHT CARRIED/VALUE       23.06 ik.       2.810 gr         Lift off TALLOWANCE       Lift off grand 140       Push / Drag 350         Lift over head 70       Lift off grand 140       Push / Drag 350         MONEY         Total= 0 gr [Unspent Funds = 190 gr         MAGIC         Common, Draconic         Other Companions         Total= of gr [Unspent Funds = 190 gr         MAGIC         MAGIC         Under of your parents was a gifted spellcaster who not only used metamagic often, but of your parents was a gifted spellcaster who not only used metamagic often, but of your parents was a gifted spellcaster who not only used metamagic often, but rever guite developed an offensive response. Unstead, you became adept at anticipating sudder attacks and reacting to dange quickly. You gain a +2 trait bours on Initiative checks.         Special Qualities         Bloodline Arcana         (Paizo Inc Corr Rulebook, p.75         Nou were bulied often as a child, but never quite developed an offensive response. Instead, you became adept at anticipating sudder attacks and reacting to dange quickly. You gain a +2 trait bours on Initiative checks.         Special Qualities          Paizo Inc Corr Rulebook,	•		Lquipped	1	0.17750
TOLL WEIGHT CARRIED/VALUE       23.06 lbs.       2.810gp         WEIGHT ALLOWANCE         Light 23       Medium 46       Heavy 70         Lift over head 70       Lift off ground 140       Push / Drag 350         MONEY         Total= 0 gp [Unspent Funds = 190 gp         MAGIC         Languages         Common, Draconic         One of your parents was a gifted spellcaster who not only used metamagic often, bud developed many magical items and perhaps even a new spell or two-and you have for determining the spell's final adjusted level.         Reactionary         (Paizo Inc Advancee Player's Guide, p.328         No use of your parents was a gifted spellcaster who not only used metamagic often to Fireball         Reactionary         (Paizo Inc Advancee Player's Guide, p.328         No use of your parents was a gifted spellcaster who not only used metamagic often to Fireball         Reactionary         (Paizo Inc Advancee Player's Guide, p.328         Vou were bullied often as a child, but never quite developed an offensive response Instead, you became adept at anticipating sudden attacks and reacting to danget quickly. You gain a +2 trait brous on initiative checks.         Stocial Qualities         B					
WEIGHT ALLOWANCE         Litt over head       Total       Yeak       Y	When laying your hand upon a living cre damage.	ature, you channel positive	e energy that cures 1	ld8+1/level,	max 5 points of
Light       23       Medium       46       Heavy       70         Lift off ground       140       Push / Drag       350         MONEY         Total= 0 gp [Unspent Funds = 190 gp         MAGIC         Languages         Common, Draconic         One of your parents was a gifted spellcaster who not only used metamagic feats to Freball         Magical Lineage (Fireball)         (Paizo Inc Advanced Player's Guide, p.329         One of your parents was a gifted spellcaster who not only used metamagic feats to Fireball         (Paizo Inc Advanced Player's Guide, p.328         One of your parents was a gifted spellcaster who not only used metamagic feats to Fireball         (Paizo Inc Corr Rulebook, p.328         You were bullied often as a child, but never quite developed an offensive response quickly. You gain a +2 trait borus on Initiative checks.         Special Qualities         Bloodline Arcana         (Paizo Inc Corr Rulebook, p.75         Mueans auching the spell series. Wheney auching the spell's final adjuster level.         Consolutions         Paizo Inc Corr Rulebook, p.75         Nou east a spell with the fire descriptor	TOTAL WEIGHT CARE	RIED/VALUE	23.06 lbs.	2,81	10gp
Lift over head       70       Lift off ground       140       Push / Drag       350         MONEY Total= 0 gp [Unspent Funds = 190 gp MAGIC         Languages Common, Draconic         Other Companions         Traits         Magical Lineage (Fireball)       [Paizo Inc Advanced Player's Guide, p.329         One of your parents was a gifted spellcaster who not only used metamagic often, but developed may magical items and perhaps even a new spell or two- inherited a fragment of this greatness. When you apply metamagic feats to Fireball         Reactionary         Player's Guide, p.329         You were bullied often as a child, but never quite developed an offensive response Instead, you became adept at anticipating sudden attacks and reacting to danger quickly. You gain a + 2 trait borus on Initiative colsc.         Special Qualities         Bloodline Arcana         (Paizo Inc Core Rulebook, p.75         Whenever you cast a spell with the fire descriptor, that spell deals +1 point of damage per die rolled.         Bonus Feat         (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 you claws 8 rounds per day. </td <td>I</td> <td><b>WEIGHT ALLO</b></td> <td>WANCE</td> <td></td> <td></td>	I	<b>WEIGHT ALLO</b>	WANCE		
MONEY Totale 0 gp [Unspent Funds = 190 gp         MAGIC         Languages Common, Draconic         Other Companions         Magical Lineage (Fireball)       [Paizo Inc Advanced Player's Guide, p.328         One of your parents was a gifted spellcaster who not only used metamagic often, but developed many magical items and perhaps even a new spell or two-and you have inherited a fragment of this greatness. When you apply metamagic fasts to Fireball.         Reactionary       [Paizo Inc Advanced Player's Guide, p.328         Nou were bullied often as a child, but never quite developed an offensive response instead, you became adept at anticipating sudden attacks and reacting to damage puckty. You gain a +2 trait bonus on initiative checks.         Special Qualities       [Paizo Inc Corr Rulebook, p.75         Whenever you cast a spell with the fire descriptor, that spell deals +1 point of damage per die rolled.         Boons Feat       [Paizo Inc Corr Rulebook, p.75         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 Corr 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 borus. This is a supernatural ability. You can use your claws B rounds per day.         Draconic Bloodline (Red)       [Paizo Inc Corr Rulebook, p.75         At some point in your	•				-
Totale 0 gp (Unspent Funds = 190 gp         MAGIC         Languages         Common, Draconic         Other Companions         Magical Lineage (Fireball)         (Paizo Inc Advanced Player's Guide, p.329         One of your parents was a gifted spellcaster who not only used metamagic coften, bud developed many magical items and perhaps even a new spell or twoand you have inherited at fragment of this greatness. When you apply metamagic fasts to Fireball.         Reactionary         (Paizo Inc Advanced Player's Guide, p.329         You were bullied often as a child, but never quite developed an offensive response instead, you became adept at anticipating sudden attacks and reacting to damage guideky. You gain a +2 trait bonus on initiative checks.         Special Qualities         Bloodline Arcana         (Paizo Inc Core Rulebock, p.77         Munes select one extra feat at 1st level.         Cantrips         (Paizo Inc Core Rulebock, p.75         You gain 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.         Cantrips         (Paizo Inc Core Rulebock, p.75          Faizo Inc Core Rulebock, p.75	Lift over head 70	Lift off ground	140	Push /	Drag 350
MAGIC         Languages Common, Draconic         Other Companions         Traits         Magical Lineage (Fireball)       [Paizo Inc Advanced Player's Guide, p.329         One of your parents was a gifted spelcaster who not only used metamagic effets, build developed many magical items and perhaps even a new spell or twoand you have inherited a fragment of this greatness. When you apply metamagic feats to Fireball treat its actual level as 1 lower for determining the spell's final adjusted level.         Reactionary         (Paizo Inc Advanced Player's Guide, p.329         Vou were bullied often as a chid, but never quite developed an offensive response linstead, you became adept at anticipating sudden attacks and reacting to danger quickly. You gain a +2 trait bonus on Initiative checks.         Bolocial Qualities         Bolocial Qualities         Bonus Feat       [Paizo Inc Corr Rulebock, p.77         Human select one extra feat at 1st level.         Cantrips       [Paizo Inc Corr Rulebock, p.77         You age no 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 Corr Rulebock, p.77         You age now claws as a free action. These claws are treated as natural weapons. allowing you to make two claw tatack		MONEY	/		
Languages Common, Draconic         Other Companions         Traits         Magical Lineage (Fireball)       [Paizo Inc Advanced Player's Guide, p.329         One of your parents was a gifted spellcaster who not only used metamagic often, but developed many magical items and perhaps even a new spell or two-and you have inherited a fragment of this greatness. When you apply metamagic feats to Fireball         Reactionary       [Paizo Inc Advanced Player's Guide, p.328         You were bullied often as a child, but never quite developed an offensive response. Instead, you became adept at anticipating sudden attacks and reacting to danget quickly. You gain a +2 trait borus on Initiative developed an offensive response. Instead, you became adept at anticipating sudden attacks and reacting to danget quickly. You gain a +2 trait borus on Initiative developed an offensive response. Instead, you became adept at anticipating sudden attacks and reacting to danget quickly. You gain a +2 trait borus on Initiative developed an offensive response. Instead, you became adept at anticipating sudden attacks.         Bloodline Arcana       [Paizo Inc Core Rulebook, p.77         Whenever you cast a spell with the fire descriptor, that spell deals +1 point of damage per die rolled.       [Paizo Inc Core Rulebook, p.75         Oru 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 borus. This is a supernatural ability. You can use your claws 8 rounds per day.         Oraconic Bloodline (Red)       [Paizo Inc Core Rulebook, p.75			Total= 0 gp [U	Inspent F	Funds = 190 gp
Common, Draconic         Other Companions         Traits         Magical Lineage (Fireball)       [Paizo Inc Advanced Player's Guide, p.329         One of your parents was a gifted spellcaster who not only used metamagic often, but developed many magical items and perhaps even a new spell or twoand you have inherited a fragment of this greatness. When you apply metamagic leasts to Fireball treat its actual level as 1 lower for determining the spell's final adjusted level.         Reactionary         (Paizo Inc Advanced Player's Guide, p.329         Subject of the spell's final adjusted level.         Special Qualities         Bloodline Arcana       [Paizo Inc Corr Rulebook, p.27         Whenever you cast a spell with the fire descriptor, that spell deals +1 point of damage per die rolled.       [Paizo Inc Corr Rulebook, p.27         Humans select one extra feat at 1st level.       [Paizo Inc Corr Rulebook, p.77         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 Corr Rulebook, p.75         You can grow claws as a free action. These claws are treated an anutral weapons allowing you to make two claw attacks as a full attack action using your full base attack borus. This is a supernatural ability. You can use your claws 8 Founds. per day.         Draconic Bloodline (Red)       [Paizo Inc C		MAGIC			
Common, Draconic         Other Companions         Traits         Magical Lineage (Fireball)       [Paizo Inc Advanced Player's Guide, p.329         One of your parents was a gifted spellcaster who not only used metamagic often, but developed many magical items and perhaps even a new spell or twoand you have inherited a fragment of this greatness. When you apply metamagic leasts to Fireball treat its actual level as 1 lower for determining the spell's final adjusted level.         Reactionary         (Paizo Inc Advanced Player's Guide, p.329         Subject of the spell's final adjusted level.         Special Qualities         Bloodline Arcana       [Paizo Inc Corr Rulebook, p.27         Whenever you cast a spell with the fire descriptor, that spell deals +1 point of damage per die rolled.       [Paizo Inc Corr Rulebook, p.27         Humans select one extra feat at 1st level.       [Paizo Inc Corr Rulebook, p.77         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 Corr Rulebook, p.75         You can grow claws as a free action. These claws are treated an anutral weapons allowing you to make two claw attacks as a full attack action using your full base attack borus. This is a supernatural ability. You can use your claws 8 Founds. per day.         Draconic Bloodline (Red)       [Paizo Inc C		Languag	20		
Other Companions         Traits         Magical Lineage (Fireball)       [Paizo Inc Advanced Player's Guide, p.329         One of your parents was a gifted spellcaster who not only used metamagic often, build developed many magical litems and perhaps even a new spell of twoand you have inherited a fragment of this greatness. When you apply metamagic feats to Fireball treat its actual level as 1 lower for determining the spell's final adjusted level.         Reactionary       [Paizo Inc Advanced Player's Guide, p.328         You were builled often as a child, but never quite developed and ffensive response instead, you became adept at anticipating sudden attacks and reacting to danget quickly. You gain a +2 trait bonus on Initiative checks.         Special Qualities         Bloodline Arcana       [Paizo Inc Corr Rulebook, p.75         Owne very ou cast a spell with the fire descriptor, that spell deals +1 point of damage per die rolled.         Bonus Feat       [Paizo Inc Corr Rulebook, p.77         Vou 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 Corr 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 8 rounds per day.         Draconic Bloodline (Red)       [Paizo Inc Corr Rulebook, p.75					
Traits         Magical Lineage (Fireball)       [Paizo Inc Advanced Player's Guide, p.329         One of your parents was a gifted spellcaster who not only used metamagic often, but developed many magical items and perhaps even a new spell or twoand you have inherited a fragment of this greatness. When you apply metamagic feats to Fireball.         Reactionary       [Paizo Inc Advanced Player's Guide, p.329         You were bullied often as a child, but never quite developed an offensive response. Instead, you became adept at anticipating sudden attacks and reacting to danger quickly. You gain a +2 trait bonus on Initiative checks.         Bloodline Arcana       [Paizo Inc Corr Rulebook, p.75         Whenever you cast a spell with the fire descriptor, that spell deals +1 point of damage per die rolled.       [Paizo Inc Corr Rulebook, p.77         Humans select one extra feat at 1st level.       [Paizo Inc Corr Rulebook, p.77         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.       [Paizo Inc Corr Rulebook, p.75         You can grow claws as a free action. These claws are treated as natural weapons.       [Paizo Inc Corr Rulebook, p.75         You can grow claws as a free action. These claws are treated as natural weapons.       [Paizo Inc Corr Rulebook, p.75         You can grow claws as a free action. These claws are treated as natural weapons.       [Paizo Inc Corr Rulebook, p.75         You can grow claws as a free action. These claws are treated as natura					
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Feats         Elemental Focus (Elemental Focus (Fire))       [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.         Spell Focus (Conjuration, Evocation)       [Paizo Inc Core Rulebook, p.134]         Any spells you cast of your chosen school of magic are more difficult to resist.	Whenever you cast a spell per die rolled. Bonus Feat Humans select one extra f Cantrips You learn a number of can spells, but they do not const Claws (Su) You can grow claws as a f allowing you to make two cla bonus. This is a supernature Draconic Bloodline (Red) At some point in your family its ancient power flows throu Dragon Resistances You gain Fire Resistance f Resistance to Fire (Ex) You may ignore 5 points o Skilled	with the fire descrip eat at 1st level. trips, or 0-level spel ime any slots and n iree action. These of wattacks as a full a il ability. You can us y's history, a dragon igh your veins. 5 and a +1 natural a f Fire damage each	tor, that spell d ls. These spell nay be used as claws are treat titack action us se your claws a interbred with interbred with irmor bonus.	F leals +1 p (Pa F (Pa F ls are cas gain. (Pa sounds F rounds (Pa F (Paizo fire dam (Pa F F	Rulebook, p.75 point of damage aizo Inc Core Rulebook, p.27 aizo Inc Core Rulebook, p.71 st like any other aizo Inc Core Rulebook, p.75 atural weapons. full base attack per day. aizo Inc Core Rulebook, p.75 odline, and now aizo Inc Core Rulebook, p.75 Inc Bestiary p.303 hage. aizo Inc Core Rulebook, p.27
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Character: Chad PCGen Character Template by Frugal, based on work by ROC	Whenever you cast a spell per die rolled. Bonus Feat Humans select one extra f Cantrips You learn a number of can spells, but they do not consu Claws (Su) You can grow claws as a f allowing you to make two cla bonus. This is a supernatura Draconic Bloodline (Red) At some point in your family its ancient power flows throu Dragon Resistances You gain Fire Resistance f Resistance to Fire (Ex) You may ignore 5 points o Skilled Humans gain an additiona they gain a level. Elemental Focus (Element Your spells of a certain ele Choose one energy type (a for all saving throws against Spell Focus (Conjuration, f	with the fire descrip eat at 1st level. trips, or 0-level spel me any slots and n iree action. These of w attacks as a full a il ability. You can us y's history, a dragon igh your veins. 5 and a +1 natural a f Fire damage each l skill rank at first le Feats al Focus (Fire)) ment are more diffi acid, cold, electricity spells that deal dar Evocation)	tor, that spell d ls. These spell nay be used as claws are treat titack action us se your claws a interbred with armor bonus. time you take evel and one as cult to resist. r, or fire). Add - mage of the en	Fieals +1 p [Paisare cass gain. [Paisare cass gain. [Paisare cass gain. [Paisare cass [Paisare cass [P	Rulebook, p.75 point of damage aizo Inc Core Rulebook, p.27 aizo Inc Core Rulebook, p.71 st like any other aizo Inc Core Rulebook, p.75 atural weapons, full base attack per day. aizo Inc Core Rulebook, p.75 odline, and now aizo Inc Core Rulebook, p.75 inc Bestiary p.303 nage. aizo Inc Core Rulebook, p.27 rank whenever nc Advanced s Guide, p.158 Difficulty Class re you select. aizo Inc Core s Guide, p.134

Add +1 to the Difficulty	Class for all	saving throws	against spells	s from the	school of
magic you select.					

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.

#### Magical Lineage

[Paizo Inc. - Advanced Player's Guide]

#### 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, Hanbo, Javelin, Khakkhara, Kumade, Kunai, Longspear, Mace (Heavy), Mace (Light), Mere Club, Morningstar, Quarterstaff, Rock, Shortspear, Sickle, Sling, Spear, Spear (Boar), Spells (Ray), Spells (Touch), Splash Weapon, Stake, Stonebow, Unarmed Strike, Underwater Crossbow (Heavy), Underwater Crossbow (Light), Weighted Spear

### Sorcerer Spells

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

LEVEL 0 / Per Day:0 / Caster Level:3									
Name	School	Time	Duration	Range	Source				
DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	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-ftradius a	area; EFFECT: You create up to four lights that resemble lanterns or	torches. [SR:No]							
DDDDD <u>Disrupt Undead</u>	Necromancy	1 standard action	Instantaneous	Close (30 ft.)	CR:p.273				
[V, S] TARGET: Ray; EFFECT: You direct a ray of positive	e energy dealing 1d6 points of damage to Undead. [SR:Yes]								
Prestidigitation	Universal	1 standard action	1 hour	10 ft.	CR:p.325				
[V, S] TARGET: See text; EFFECT: Prestidigitations are m	ninor tricks that novice spellcasters use for practice. [SR:No; DC:15, S	See text]							
Ray of Frost	Evocation, WaterSchool [Cold]	1 standard action	Instantaneous	Close (30 ft.)	CR:p.330				
[V, S] TARGET: Ray; EFFECT: A ray of freezing air and ic	ce projects from your pointing finger dealing 1d3 points of cold damag	e. [ <b>SR:</b> Yes]							
Resistance	Abjuration	1 standard action	1 minute	Touch	CR:p.334				
[V, S, WDF] TARGET: Creature touched; EFFECT: You imbue the subject with magical energy that protects it from harm, granting it a +1 resistance bonus on saves. [SR:Yes (harmless); DC:15, Will negates (harmless)]									
LEVEL 1 / Per Day:7 / Caster Level:3									
Name	School	Time	Duration	Range	Source				
DDDDD <u>Enlarge Person</u>	Transmutation	1 round	3 minutes [D]	Close (30 ft.)	CR:p.277				

[V, S, M] TARGET: One humanoid creature; EFFECT: This spell causes instant growth of a humanoid creature, doubling its height and multiplying its weight by 8. [SR:Yes; DC:16, Fortitude negates]							
Contraction of the second se	Conjuration, EarthSchool (Creation)	1 standard action	3 minutes [D]	Close (30 ft.)	CR:p.291		
[V, S, M] TARGET: One object or 10-ft. square; EFFECT: A grease spell covers a solid surface with a layer of slippery grease. [SR:No; DC:17, See text]							
DDDD <u>Mage Armor</u>	Conjuration (Creation) [Force]	1 standard action	3 hours [D]	Touch	CR:p.306		
[V, S, F] TARGET: Creature touched; EFFECT: 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:17, Will negates (harmless)]							
Protection from Evil         Abjuration [Good]         1 standard action         3 minutes [D]         Touch         CR:p.327							
[V, S, M/DF] TARGET: Creature touched; EFFECT: This spell wards a creature from attacks by evil creatures, from mental control, and from summoned creatures. [SR:No; see text; DC:16, Will negates (harmless)]							

\* =Domain/Speciality Spell

# Chad

Chad	
Human	eine a
RACE	
21	and the second second
AGE	
Male	
GENDER	
VISION	
None	
ALIGNMENT	
Right	
DOMINANT HAND	
6' 1"	
HEIGHT	
195 lbs.	
WEIGHT	
EYE COLOUR	
SKIN COLOUR	
Skin Colour	
, HAIR / HAIR STYLE	
HAIR / HAIR STYLE	
PHOBIAS	
, PERSONALITY TRAITS	
INTERESTS	
SPOKEN STYLE / CATCH PHRASE	111
RESIDENCE	
LOCATION	
None	
REGION	
DEITY	
Humanoid	
Race Type	

## Race Sub Type Description: Biography: