

al-Jaziz

NAME
Sor5
CLASS
5
Character Level

10000
EXPERIENCE
15000
NEXT LEVEL

René

PLAYERNAME
Human
RACE
18
AGE

Medium
SIZE
Männlich
GENDER

DEITY
5' 7"
HEIGHT
,
HAIR

132 lbs.
WEIGHT

Neutral
ALIGNMENT

VISION

15
POINTS

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	8	-1	8	-1	8	-1
DEX Dexterity	14	+2	14	+2	14	+2
CON Constitution	12	+1	12	+1	12	+1
INT Intelligence	14	+2	14	+2	14	+2
WIS Wisdom	10	+0	10	+0	10	+0
CHA Charisma	17	+3	19	+4	19	+4

HP hit points	32	WOUNDS/CURRENT HP				SUBDUAL DAMAGE				DAMAGE REDUCTION				SPEED				
AC armor class	14	12	12	10	0	0	2	0	2	0	0	Walk 30 ft.						
TOTAL		FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL ARMOR	DEFLEC-TION	MISC	MISS CHANCE						
INITIATIVE modifier		+2	=	+2	+	+0	TOTAL				DEX MODIFIER				MISC MODIFIER			
BASE ATTACK bonus		+2				TOTAL				DEX MODIFIER				MISC MODIFIER				

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+2	+1	+1	+0	+0	+0		
REFLEX (dexterity)	+3	+1	+2	+0	+0	+0		
WILL (wisdom)	+4	+4	+0	+0	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+1	+2	-1	+0	+0	+0	
RANGED attack bonus	+4	+2	+2	+0	+0	+0	
CMB attack bonus	+1	+2	-1	+0	+0		

	GRAPPLE	TRIP	DISARM	SUNDER	BULL RUSH	OVERRUN
Offense	+1	+1	+1	+1	+1	+1
Defense	13	13	13	13	13	13

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+1	1d3-1	20/x2	5 ft.

*Masterwork Crossbow (Light)	HAND	TYPE	SIZE	CRITICAL	REACH
	Both	P	M	19-20/x2	5 ft.
Ammunition: Bolts (Crossbow10)					
	30 ft.	80 ft.	160 ft.	240 ft.	320 ft.
TH	+6	+5	+3	+1	-1
Dam	1d8+1	1d8	1d8	1d8	1d8
Special Properties					

Masterwork Dagger				HAND	TYPE	SIZE	CRITICAL	REACH
				Carried	PS	M	19-20/x2	5 ft.
	To Hit	Dam	2W-P-(OH)	To Hit	Dam			
1H-P	+2	1d4-1	2W-P-(OH)	-4	1d4-1			
1H-O	-2	1d4-1	2W-P-(OL)	-2	1d4-1			
2H	+2	1d4-1	2W-OH	-6	1d4-1			
	10 ft.	20 ft.	30 ft.	40 ft.	50 ft.			
TH	+6	+4	+2	-1	-3			
Dam	1d4	1d4	1d4	1d4-1	1d4-1			
Special Properties								

*: 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
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SKILL NAME		KEY ABILITY	SKILL MODIFIER	MAX RANKS	5/5
				RANKS	MISC MODIFIER
Acrobatics	DEX	2	= 2	+	+
Appraise	INT	6	= 2	+ 1.0	+ 3
Bluff	CHA	12	= 4	+ 5.0	+ 3
Climb	STR	-1	= -1	+	+
Craft (Untrained)	INT	2	= 2	+	+
Diplomacy	CHA	5	= 4	+ 1.0	+
Disguise	CHA	4	= 4	+	+
Escape Artist	DEX	2	= 2	+	+
Fly	DEX	6	= 2	+ 1.0	+ 3
Heal	WIS	0	= 0	+	+
Intimidate	CHA	12	= 4	+ 5.0	+ 3
Knowledge (Arcana)	INT	10	= 2	+ 5.0	+ 3
Knowledge (Nobility)	INT	3	= 2	+ 1.0	+
Knowledge (Planes)	INT	8	= 2	+ 3.0	+ 3
Perception	WIS	0	= 0	+	+
Perform (Untrained)	CHA	4	= 4	+	+
Ride	DEX	2	= 2	+	+
Sense Motive	WIS	0	= 0	+	+
Spellcraft	INT	13	= 2	+ 5.0	+ 6
Stealth	DEX	2	= 2	+	+
Survival	WIS	0	= 0	+	+
Swim	STR	-1	= -1	+	+
Use Magic Device	CHA	8	= 4	+ 1.0	+ 3
			=	+	+
			=	+	+

⚔ can be used untrained. ⚔ exclusive skills. *: Skill Mastery.

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Backpack 6 lbs., 1 Case (Map or Scroll), 1 Lantern (Bullseye), 1 Oil (1 Pint Flask), 1 Sealing Wax, 1 Ink (1 oz. Vial), 1 Inkpen, 1 Mirror (Small/Steel)	Carried	1	2.0	2.0	
Bedroll	Saddlebags	1	5.0	0.1	
Blanket (Winter)	Saddlebags	1	3.0	0.5	
Bolts, Crossbow (10) ■■■■ ■■■■	Masterwork Crossbow (Light)	1	1.0	1.0	
Case (Map or Scroll) 0 lbs., 3 Parchment (Sheet), 3 Paper (Sheet)	Backpack	1	NaN	1.0	
Feed (Per Day) ■■■	Saddlebags	3	10.0 (30.0)	0.05 (0.15)	
Headband of Alluring Charisma +2 (Add TypeNatural/ Natural Armor Bonus (Enhancement) (+2)) Natural Armor bonus to armor class of +2	Equipped	1	1.0	15000.0	
Horse (Light/Combat Trained) 112 lbs., 1 Saddle (Riding), 1 Saddlebags		1	0.0	110.0	
Ink (1 oz. Vial)	Backpack	1	0.0	8.0	
Inkpen	Backpack	1	0.0	0.1	
Lantern (Bullseye) Normal illumination (60'), plus 1 step (120'), 6 hr./pint	Backpack	1	3.0	12.0	
Masterwork Crossbow (Light) 1 lbs., 1 Bolts, Crossbow (10)	Equipped	1	4.0	335.0	
Masterwork Dagger	Carried	1	1.0	302.0	
Mirror (Small/Steel)	Backpack	1	NaN	10.0	
Mug or Tankard (Clay) 0 lbs.	Saddlebags	1	1.0	0.02	
Oil (1 Pint Flask) □	Backpack	1	1.0	0.1	
Explorer's Outfit	Equipped	1	8.0	10.0	
Paper (Sheet)	Case (Map or Scroll)	3	0.0 (0.0)	0.4 (1.2)	
Parchment (Sheet)	Case (Map or Scroll)	3	0.0 (0.0)	0.2 (0.6)	
Pepper (per lb.)	Saddlebags	1	1.0	2.0	
Potion of Cure Light Wounds Cures 1d8+1 points of damage □	Pouch (Belt)	1	0.0	50.0	
Pouch (Belt) 3 lbs., 2 Smokestick, 2 Thunderstone, 1 Potion of Cure Light Wounds	Carried	1	NaN	1.0	
Pouch (Belt) 4 lbs., 1 Tanglefoot Bag	Carried	1	NaN	1.0	
Rations (Trail/Per Day) ■■■	Saddlebags	3	1.0 (3.0)	0.5 (1.5)	
Rope (Silk/50 ft.) 4 hp, DC 24 Strength check to burst	Saddlebags	1	5.0	10.0	
Saddle (Riding)	Horse (Light/Combat Trained)	1	25.0	10.0	
Saddlebags 79 lbs., 1 Bedroll, 1 Soap (per lb.), 1 Waterskin (Filled), 1 Blanket (Winter), 3 Feed (Per Day), 1 Pepper (per lb.), 3 Rations (Trail/Per Day), 1 Rope (Silk/50 ft.), 1 Mug or Tankard (Clay), 1 Tent, 1 Wine (Common/Pitcher)	Horse (Light/Combat Trained)	1	8.0	4.0	
Sealing Wax	Backpack	1	1.0	1.0	
Signet Ring	Equipped	1	0.0	5.0	
Smokestick ■■	Pouch (Belt)	2	NaN (NaN)	20.0 (40.0)	
Soap (per lb.)	Saddlebags	1	1.0	0.5	
Tanglefoot Bag □	Pouch (Belt)	1	4.0	50.0	
Tent	Saddlebags	1	20.0	10.0	
Thunderstone ■■	Pouch (Belt)	2	1.0 (2.0)	30.0 (60.0)	
Wand (Mage Armor/Wizard/1st) (Wand (Mage Armor/Wizard/1st)) ■■■■ ■■■■ ■■■■	Equipped	1	0.0	225.0	
TOTAL WEIGHT CARRIED/VALUE			23 lbs.16265.97 gp		

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Waterskin (Filled)	Saddlebags	1	4.0	1.0	
Wine (Common/Pitcher)	Saddlebags	1	6.0	0.2	
TOTAL WEIGHT CARRIED/VALUE			23 lbs.16265.97 gp		

WEIGHT ALLOWANCE					
Light	26	Medium	53	Heavy	80
Lift over head	80	Lift off ground	160	Push / Drag	400

Special Attacks	
Elemental Ray (Sp)	[Paizo Publishing - 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+2 points of electricity damage You can use this ability 7 times per day.	

Special Qualities	
Bloodline Arcana	[Paizo Publishing - 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.	
Bonus Feat	[Paizo Publishing - Core Rulebook]
Humans select one extra feat at 1st level.	
Cantrips	[Paizo Publishing - 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.	
Elemental Bloodline (Air)	[Paizo Publishing - 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.	
Resistance to Electricity (Ex)	[Paizo Publishing - Bestiary, p.303]
You may ignore 10 points of Electricity damage each time you take electricity damage.	
Skilled	[Paizo Publishing - Core Rulebook]
Humans gain an additional skill rank at first level and one additional rank whenever they gain a level.	

Feats	
Combat Casting	[Paizo Publishing - Core Rulebook, p.119]
You get a +4 bonus on concentration checks made to cast a spell or use a spell-like ability when casting on the defensive or while grappled.	
Point-Blank Shot	[Paizo Publishing - Core Rulebook, p.131]
You get a +1 bonus on attack and damage rolls with ranged weapons at ranges of up to 30 feet.	
Silent Spell	[Paizo Publishing - Core Rulebook, p.133]
A silent spell can be cast with no verbal components. Spells without verbal components are not affected. A silent spell uses up a spell slot one level higher than the spell's actual level.	
Skill Focus (Spellcraft)	[Paizo Publishing - Core Rulebook, p.134]
You get a +3 bonus on all checks involving the chosen skill. If you have 10 or more ranks in that skill, this bonus increases to +6.	
Simple Weapon Proficiency	[Paizo Publishing - Core Rulebook, p.133]
You make attack rolls with simple weapons without penalty.	
Eschew Materials	[Paizo Publishing - Core Rulebook, p.123]
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	
Blowgun, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Grapple, Javelin, Longspear, Mace (Heavy), Mace (Light), Morningstar, Quarterstaff, Rock, Shortspear, Sickle, Sling, Spear, Spells (Ray), Spells (Touch), Unarmed Strike	

LANGUAGES	
Auran, Common, Elven	

Sorcerer Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
KNOWN	6	5	3	0	0	0	0	0	0	0
PER DAY	0	7	5	0	0	0	0	0	0	0

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
 Dancing Lights		None	1 standard	1 minute [D] action	Medium (150 ft.)	V, S	No	Evocation [Light]	PFCR: p.263
<i>Effect:</i> You create up to four lights that resemble lanterns or torches.					<i>Target:</i> Up to four lights, all within a 10-ft.-radius area			<i>Caster Level:</i> 5	
 Daze	14	Will negates	1 standard	1 round action	Close (35 ft.)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]	PFCR: p.264
<i>Effect:</i> This spell clouds the mind of a humanoid creature with 4 or fewer Hit Dice so that it takes no actions.					<i>Target:</i> One humanoid creature of 4 HD or less			<i>Caster Level:</i> 5	
 Detect Magic		None	1 standard	Concentration, up to 5 minutes [D] action	60 ft.	V, S	No	Divination	PFCR: p.267
<i>Effect:</i> You detect magical auras.					<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 5	
 Disrupt Undead		None	1 standard	Instantaneous action	Close (35 ft.)	V, S	Yes	Necromancy	PFCR: p.273
<i>Effect:</i> You direct a ray of positive energy dealing 1d6 points of damage to Undead.					<i>Target:</i> Ray			<i>Caster Level:</i> 5	
 Ghost Sound	14	Will disbelief	1 standard	5 rounds [D] action	Close (35 ft.)	V, S, M	No	Illusion (Figment)	PFCR: p.289
<i>Effect:</i> Ghost sound allows you to create a volume of sound that rises, recedes, approaches, or remains at a fixed place.					<i>Target:</i> Illusory sounds			<i>Caster Level:</i> 5	
 Mage Hand		None	1 standard	Concentration action	Close (35 ft.)	V, S	No	Transmutation	PFCR: p.306
<i>Effect:</i> You point your finger at an object and can lift it and move it at will from a distance.					<i>Target:</i> One nonmagical, unattended object weighing up to 5 lbs.			<i>Caster Level:</i> 5	

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
 Burning Hands (Electricity)	15	Reflex half	1 standard	Instantaneous action	15 ft.	V, S	Yes	Evocation [Electricity]	PFCR: p.206
<i>Effect:</i> 5d4 electricity damage					<i>Target:</i> Cone-shaped burst			<i>Caster Level:</i> 5	
 Magic Missile		None	1 standard	Instantaneous action	Medium (150 ft.)	V, S	Yes	Evocation [Force]	PFCR: p.309
<i>Effect:</i> A missile of magical energy darts forth from your fingertip and strikes its target, dealing 1d4+1 points of force damage.					<i>Target:</i> Up to five creatures, no two of which can be more than 15 ft. apart			<i>Caster Level:</i> 5	
 Ray of Enfeeblement	15	Fortitude half	1 standard	5 rounds action	Close (35 ft.)	V, S	Yes	Necromancy	PFCR: p.329
<i>Effect:</i> A coruscating ray springs from your hand, the subject takes a penalty to Strength equal to 1d6+2.					<i>Target:</i> Ray			<i>Caster Level:</i> 5	
 Silent Image	15	Will disbelief (if interacted with)	1 standard	Concentration action	Long (600 ft.)	V, S, F	No	Illusion (Figment)	PFCR: p.343
<i>Effect:</i> This spell creates the visual illusion of an object, creature, or force, as visualized by you.					<i>Target:</i> Visual figment that cannot extend beyond 10 10-ft. cubes [S]			<i>Caster Level:</i> 5	
 Sleep	15	Will negates	1 round	5 minutes	Medium (150 ft.)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]	PFCR: p.344
<i>Effect:</i> A sleep spell causes a magical slumber to come upon 4 HD of creatures.					<i>Target:</i> One or more living creatures within a 10-ft.-radius burst			<i>Caster Level:</i> 5	

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
 Glitterdust	16	Will negates (blinding only)	1 standard	5 rounds action	Medium (150 ft.)	V, S, M (ground mica)	No	Conjuration (Creation)	PFCR: p.290
<i>Effect:</i> A cloud of golden particles covers everyone and everything in the area, causing creatures to become blinded and visibly outlining spread invisible things for the duration of the spell.					<i>Target:</i> Creatures and objects within 10-ft.-radius			<i>Caster Level:</i> 5	
 Invisibility	16	Will negates (harmless) or Will negates (harmless, object)	1 standard	5 minutes [D] action	Personal or touch	V, S, M/DF	Yes (harmless) or yes (harmless, object)	Illusion (Glamer)	PFCR: p.301
<i>Effect:</i> The creature or object touched becomes invisible.					<i>Target:</i> You or a creature or object weighing no more than 500 lbs.			<i>Caster Level:</i> 5	
 Scorching Ray (Electricity)		None	1 standard	Instantaneous action	Close (35 ft.)	V, S	Yes	Evocation [Electricity]	PFCR: p.266
<i>Effect:</i> 1 rays, ranged touch attack deals 4d6 electricity damage.					<i>Target:</i> 1 rays			<i>Caster Level:</i> 5	

* =Domain/Speciality Spell