

Draxyx

CHARACTER NAME

Sorcerer 5

CLASS

Skippy

PLAYER NAME

Elf

RACE

Medium / 5 ft.

SIZE / FACE

Nethys

DEITY

6' 8"

HEIGHT

None

REGION

148 lbs.

WEIGHT

Chaotic Neutral

ALIGNMENT

Low-Light Vision

VISION

5 / 4

Character Level / CR

15000 / 23000

EXP / NEXT LEVEL

34

AGE

Male

GENDER

Blue

EYES

Light Blonde, Long,
braided

HAIR

POINTS

| ABILITY NAME | ABILITY SCORE | EQUIPPED SCORE | ABILITY MODIFIER | ABILITY DAMAGE | PENALTY |
|----------------------------|---------------|----------------|------------------|----------------|---------|
| STR Strength | 8 | | -1 | | |
| DEX Dexterity | 11 | | +0 | | |
| CON Constitution | 8 | | -1 | | |
| INT Intelligence | 12 | | +1 | | |
| WIS Wisdom | 12 | | +1 | | |
| CHA Charisma | 17 | | +3 | | |

| HP | WOUNDS/CURRENT HP | SUBDUAL DAMAGE | DAMAGE REDUCTION | SPEED |
|--------------------------|-------------------|----------------|------------------|----------------------|
| hit points | 18 | | | Walk 30 ft. |
| AC armor class | 11 | 11 | 10 | 10 |
| TOTAL | FLAT | TOUCH | BASE | ARMOR BONUS |
| | | | | SHIELD BONUS |
| | | | | STAT |
| | | | | SIZE |
| | | | | NATURAL ARMOR |
| | | | | DEFLEC-TION |
| | | | | DODGE |
| | | | | MISC |
| | | | | MISS CHANCE |
| | | | | ARCANE SPELL FAILURE |
| | | | | ARMOR CHECK PENALTY |
| | | | | SPELL RESIST |

| | | | | | |
|-------------------------------|----|---|--------------|---|---------------|
| INITIATIVE modifier | +6 | = | +0 | + | +6 |
| TOTAL | | | DEX MODIFIER | | MISC MODIFIER |
| BASE ATTACK bonus | +2 | | | | |

| SKILL NAME | KEY ABILITY | SKILL MODIFIER | ABILITY MODIFIER | MAX RANKS: 5/5 | |
|---|-------------|----------------|------------------|----------------|---------------|
| | | | | RANKS | MISC MODIFIER |
| ✓ Acrobatics | DEX | 0 | = | 0 | |
| ✓ Appraise | INT | 1 | = | 1 | |
| ✓ Bluff | CHA | 5 | = | 3 | + 2 |
| ✓ <i>Bluff (Potentially Sexually Attracted)</i> | CHA | 6 | = | 3 | + 3 |
| ✓ Climb | STR | -1 | = | -1 | |
| ✓ Craft (Untrained) | INT | 1 | = | 1 | |
| ✓ Diplomacy | CHA | 5 | = | 3 | + 2 |
| ✓ <i>Diplomacy (Potentially Sexually Attracted)</i> | CHA | 6 | = | 3 | + [2] + 1 |
| ✓ Disguise | CHA | 7 | = | 3 | + 2 + 2 |
| ✓ Escape Artist | DEX | 1 | = | 0 | + 1 |
| ✓ Fly | DEX | 0 | = | 0 | |
| ✓ Heal | WIS | 1 | = | 1 | |
| ✓ Intimidate | CHA | 3 | = | 3 | |
| Knowledge (Arcana) | INT | 9 | = | 1 | + 5 + 3 |
| Linguistics(Read Lips) | INT | 5 | = | 1 | + 1 + 3 |
| ✓ Perception | WIS | 8 | = | 1 | + 2 + 5 |
| ✓ Perform (Untrained) | CHA | 3 | = | 3 | |
| ✓ Ride | DEX | 0 | = | 0 | |
| ✓ Sense Motive | WIS | 1 | = | 1 | |
| ✓ Stealth | DEX | 0 | = | 0 | |
| ✓ Survival | WIS | 1 | = | 1 | |
| ✓ Swim | STR | -1 | = | -1 | |
| Use Magic Device | CHA | 8 | = | 3 | + 2 + 3 |
| | | | = | + | + |
| | | | = | + | + |

| SAVING THROWS | TOTAL | BASE SAVE | ABILITY | MAGIC | MISC | EPIC | TEMP | Conditional Modifiers +2 vs. enchantment spells and effects | | | | | |
|------------------------------------|-------|-----------|---------|-------|------|------|------|--|----|---|----|---|--|
| FORTITUDE (constitution) | +0 | = | +1 | + | -1 | + | +0 | + | +0 | + | +0 | + | |
| REFLEX (dexterity) | +1 | = | +1 | + | +0 | + | +0 | + | +0 | + | +0 | + | |
| WILL (wisdom) | +5 | = | +4 | + | +1 | + | +0 | + | +0 | + | +0 | + | |

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

| | GRAPPLE | TRIP | DISARM | SUNDER | BULL RUSH | OVERRRUN |
|----------------|---------|------|--------|--------|-----------|----------|
| Offense | +1 | +1 | +1 | +1 | +1 | +1 |
| Defense | 11 | 11 | 11 | 11 | 11 | 11 |

| *Claw | HAND | TYPE | SIZE | CRITICAL | REACH |
|--------------------|---------|------|------|----------|-------|
| TOTAL ATTACK BONUS | Primary | BS | M | 20/x2 | 5 ft. |
| | | | | DAMAGE | |
| | | | | 1d4-1 | |

*: 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 |
|-------|------|----|--------|-------|---------------|
| | | | | | |

Claws

Rounds per Day

Claws (Su): 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. Your claws are considered magic weapons for the purpose of overcoming DR. You can use your claws 6 rounds per day. These rounds do not need to be consecutive. [Paizo Inc. - Core Rulebook, p.75]

| EQUIPMENT | | | | |
|----------------------------|----------|-----|----|---------------|
| ITEM | LOCATION | QTY | WT | COST |
| Claw | Equipped | 1 | 0 | 0 |
| TOTAL WEIGHT CARRIED/VALUE | | | | 0 lbs. / 0 gp |

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

| LANGUAGES | |
|---|--|
| Common, Draconic, Elven, Goblin, Orc, Read Lips | |

| Traits | |
|---|---|
| Charming | [Paizo Inc. - Advanced Player's Guide, p.330] |
| Blessed with good looks, you've come to depend on the fact that others find you attractive. You gain a +1 trait bonus when you use Bluff or Diplomacy on a character that is (or could be) sexually attracted to you, and a +1 trait bonus to the save DC of any language-dependent spell you cast on such characters or creatures. | |
| Warrior of Old | [Paizo Inc. - Advanced Player's Guide, p.331] |
| As a child, you put in long hours in combat drills, and though time has made this training a dim memory, you still have a knack for quickly responding to trouble. You gain a +2 trait bonus on Initiative checks. | |

| 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 Bloodline Power Use (2x) | [Paizo Inc. - Advanced Player's Guide] |
| Select one bloodline power at 1st level that is normally usable a number of times per day equal to 3 + the sorcerer's Charisma modifier. The sorcerer adds +1/2 to the number of uses per day of that bloodline power. | |
| 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. | |
| Claws (Su) | [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. Your claws are considered magic weapons for the purpose of overcoming DR. You can use your claws 6 rounds per day. These rounds do not need to be consecutive. | |
| Draconic Bloodline (Red) | [Paizo Inc. - Core Rulebook, p.75] |
| At some point in your family's history, a dragon interbred with your bloodline, and now its ancient power flows through your veins. | |
| Dragon Resistances (Ex) | [Paizo Inc. - Core Rulebook, p.75] |
| You gain Fire Resistance 5 and a +1 natural armor bonus | |
| Elven Immunities (Ex) | [Paizo Inc. - Core Rulebook, p.22] |
| Elves are immune to magic sleep effects and get a +2 racial saving throw bonus against enchantment spells and effects. | |
| Elven Magic (Ex) | [Paizo Inc. - Core Rulebook, p.22] |
| Elves receive a +2 racial bonus on caster level checks made to overcome spell resistance. In addition, elves receive a +2 racial bonus on Spellcraft skill checks made to identify the properties of magic items. | |
| Keen Senses (Ex) | [Paizo Inc. - Core Rulebook, p.22] |
| Elves receive a +2 bonus on Perception skill checks. | |
| Low-Light Vision (Ex) | [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 Fire (Ex) | [Bestiary, p.303] |
| You may ignore 5 points of Fire damage each time you take fire damage. | |
| Weapon and Armor Proficiency | [Paizo Inc. - Core Rulebook] |
| Sorcerers are proficient with all simple weapons. They are not proficient with any type of armor or shield. Armor of any type interferes with a sorcerer's gestures, which can cause his spells with somatic components to fail. | |
| Weapon Familiarity (Ex) | [Paizo Inc. - Core Rulebook, p.22] |
| Elves are proficient with longbows (including composite longbows), longswords, rapiers, and shortbows (including composite shortbows), and treat any weapon with the word "elven" in its name as a martial weapon. | |

| Feats | |
|--|---|
| Cosmopolitan (Knowledge (Arcana), Linguistics) | [Paizo Inc. - Advanced Player's Guide, p.156] |
| You gain two languages of your choice. In addition, choose two Intelligence, Wisdom, or Charisma based skills. Those skills always count as class skills for you. | |
| Deceitful | [Paizo Inc. - Core Rulebook, p.121] |
| You get a +2 bonus on all Bluff and Disguise skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill. | |
| Improved Initiative | [Paizo Inc. - Core Rulebook, p.127] |
| You get a +4 bonus on initiative checks. | |
| Eschew Materials | [Paizo Inc. - 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 | |
|---|--|
| Bayonet, Blowgun, Cestus, Claw, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Grapple, Javelin, Longbow, Longspear, Longsword, Mace (Heavy), Mace (Light), Mere Club, Morningstar, Quarterstaff, Rapier, Rock, Shortbow, Shortspear, Sickle, Sling, Spear, Spear (Boar), Spells (Ray), Spells (Touch), Splash Weapon, Stake, Unarmed Strike | |

| TEMPLATES | |
|-----------|--|
|-----------|--|

Sorcerer Spells

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

LEVEL 0

| Name | Save Information | Time | Duration | Range | Comp. | Source |
|---|----------------------------|-------------------|------------------------------------|------------------|---------|-----------|
| Acid Splash <i>School:</i> Conjunction, EarthSchool (Creation) [Acid] <i>Effect:</i> You fire a small orb of acid at the target dealing 1d3 points of acid damage. | SR: No | 1 standard action | Instantaneous | Close (35 ft.) | V, S | CR: p.239 |
| Dancing Lights <i>School:</i> Evocation [Light] <i>Effect:</i> You create up to four lights that resemble lanterns or torches. | SR: No | 1 standard action | 1 minute [D] | Medium (150 ft.) | V, S | CR: p.263 |
| Detect Magic <i>School:</i> Divination <i>Effect:</i> You detect magical auras. | SR: No | 1 standard action | Concentration, up to 5 minutes [D] | 60 ft. | V, S | CR: p.267 |
| Light <i>School:</i> Evocation [Light] <i>Effect:</i> This spell causes a touched object to glow like a torch. | SR: No | 1 standard action | 50 minutes | Touch | V, M/DF | CR: p.304 |
| Prestidigitation <i>School:</i> Universal <i>Effect:</i> Prestidigitations are minor tricks that novice spellcasters use for practice. | DC: 13, See text SR: No | 1 standard action | 1 hour | 10 ft. | V, S | CR: p.325 |
| Read Magic <i>School:</i> Divination <i>Effect:</i> You can decipher magical inscriptions on objects—books, scrolls, weapons, and the like—that would otherwise be unintelligible. | SR: SR: No | 1 standard action | 50 minutes | Personal | V, S, F | CR: p.330 |

LEVEL 1

| Name | Save Information | Time | Duration | Range | Comp. | Source |
|---|---|--------------------|---------------------------|----------------|------------|-----------|
| Burning Hands <i>School:</i> Evocation, FireSchool [Fire] <i>Effect:</i> A cone of searing flame shoots from your fingertips dealing 5d4 points of fire damage to any creature in the effect area. | DC: 14, Reflex half SR: Yes | 1 standard action | Instantaneous | 15 ft. | V, S | CR: p.251 |
| Feather Fall <i>School:</i> Transmutation, AirSchool <i>Effect:</i> The affected creatures or objects fall slowly. | DC: 14, Will negates (harmless) or Will negates (object); SR: Yes (object) | 1 immediate action | Until landing or 5 rounds | Close (35 ft.) | V | CR: p.281 |
| Mage Armor <i>School:</i> Conjunction (Creation) [Force] <i>Effect:</i> An invisible but tangible field of force surrounds the subject of a mage armor spell, providing a +4 armor bonus to AC. | DC: 14, Will negates (harmless) SR: No | 1 standard action | 5 hours [D] | Touch | V, S, F | CR: p.306 |
| Mount <i>School:</i> Conjunction (Summoning) <i>Effect:</i> You summon a light horse or a pony [your choice] to serve you as a mount. | SR: No | 1 round | 10 hours [D] | Close (35 ft.) | V, S, M | CR: p.315 |
| Summon Monster I <i>School:</i> Conjunction (Summoning) <i>Effect:</i> This spell summons an extraplanar creature. | SR: No | 1 round | 5 rounds [D] | Close (35 ft.) | V, S, F/DF | CR: p.350 |

LEVEL 2

| Name | Save Information | Time | Duration | Range | Comp. | Source |
|--|--|-------------------|--|----------------|------------------------------------|-----------|
| Fire Breath <i>School:</i> Evocation, FireSchool [Fire] <i>Effect:</i> Exhale a cone of flame at will. | DC: 15, Reflex half; see text SR: Yes | 1 standard action | 5 rounds or until discharged; see text | 15 ft. | V, S, M (a chili pepper)APG: p.221 | CR: p.221 |
| Resist Energy <i>School:</i> Abjuration, AirSchool, EarthSchool, FireSchool, WaterSchool <i>Effect:</i> This abjuration grants a creature limited protection from damage of whichever one of five energy types you select. | DC: 15, Fortitude negates (harmless) SR: Yes (harmless) | 1 standard action | 50 minutes | Touch | V, S, DF | CR: p.334 |
| Summon Monster II <i>School:</i> Conjunction, AirSchool, EarthSchool, FireSchool, WaterSchool (Summoning) <i>Effect:</i> This spell functions like summon monster I, except that you can summon one creature from the 2nd-level list or 1d3 creatures of the same kind from the 1st-level list. | SR: No | 1 round | 5 rounds [D] | Close (35 ft.) | V, S, F/DF | CR: p.352 |

* =Domain/Specialty Spell

Draxyx



Elf
RACE

34
AGE

Male
GENDER

Low-Light Vision
VISION

Chaotic Neutral
ALIGNMENT

Right
DOMINANT HAND

6' 8"
HEIGHT

148 lbs.
WEIGHT

Blue
EYE COLOUR

Fair
SKIN COLOUR

Light Blonde, Long, braided
HAIR

PHOBIAS

PERSONALITY TRAITS

INTERESTS

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

None
REGION

Description:

Biography:

Draxyx was born to his mother in the kingdom of Kalim, to the far south of the continent of Juraxis. Brought up in the traditional Elf manner, he was trained in use of all simple and martial weapons. Due to the location of the village, Draxyx learnt how to climb up trees and move through the forests with simple ease. At the age of 17, his great, great grandfather visited him in his dream and explained about the blood of the dragon that flowed within the family line. This lead Draxyx to the city of Orim, where he began his search for the history of the dragons. Over the years, his magical talents became slowly more and more visable until the age of 25 where he finally found what he was looking for. He met with a dragon who was nearly dead and spoke about the land of the dragons. Draxyx has since been consumed by a desire to meet more dragons and is willing to do anything he can in order to reach the land. In the last few weeks, he has sailed with a corsair ship out of Taluga. Dressed as a slaver, Draxyx fits in with the crew. There have been whisperings on board of a mutiny however, and Draxyx feels the time to depart the ship may soon be at hand.