

2016 Tadaaki Kuznetsov

Player: Scott David Gray

LG Male human barkeep sorcerer 1

Good, Human, Humanoid, Lawful, Medium

Deity: **Iomedae**; Age: **50**; Height: **6'**; Weight: **190 lb.**; Eyes:

Blue; Hair: **Gray**; Skin: **Fair**

Speed: **25 ft.**, Languages: Common, Hallit, Skald

Hit Points	Focus Points	Hero Points
16	1	3
		1

Str	Dex	Con	Int	Wis	Cha	
+3	+1	+1	+0	+0	+4	16 Str 12 Dex 12 Con 10 Int 10 Wis 18 Cha

☐ **PERCEPTION** **+3_T** = +3 Base +0 Wis +0 Misc

☐ **FORTITUDE** **+4_T** = +3 Base +1 Con +0 Misc

☐ **REFLEX** **+4_T** = +3 Base +1 Dex +0 Misc

☐ **WILL** **+5_E** = +5 Base +0 Wis +0 Misc

☐ **AC** **14_T** = +13 Base +1 Dex +0 Misc

Unarmored defense (Trained)

AC: +0, Max Dex: —, Armor Check: —, Speed: —

Lesser alchemist's fire (Trained)

Ranged (20 ft.) : **+4/-1/-6** (1d8 plus 1 persistent fire damage plus 1 fire splash damage F, Crit 2d8 plus 1 persistent fire damage plus 1 fire splash damage F)

Traits: thrown 20 ft.

Longsword (Trained)

Melee: **+6/+1/-4** (1d8+3 P/S, Crit 2d8+6 P/S)

Traits: versatile P

Special Abilities

Blood Magic (Draconic)

When you successfully cast a bloodline spell or spell from your bloodline, you or one of the targets gains a +1 status bonus to AC for 1r.

Feats

General Training [Ancestry Feats]

Gain a 1st-level general feat.

Weapon Proficiency [General Feats]

Gain the trained proficiency rank in the next type of weapons (Simple, Martial, Advanced).

Toughness [General Training]

The DC of recovery checks is equal to 9 + your dying condition value.

Hobnobber

The Gather Information activity takes you 1hr.

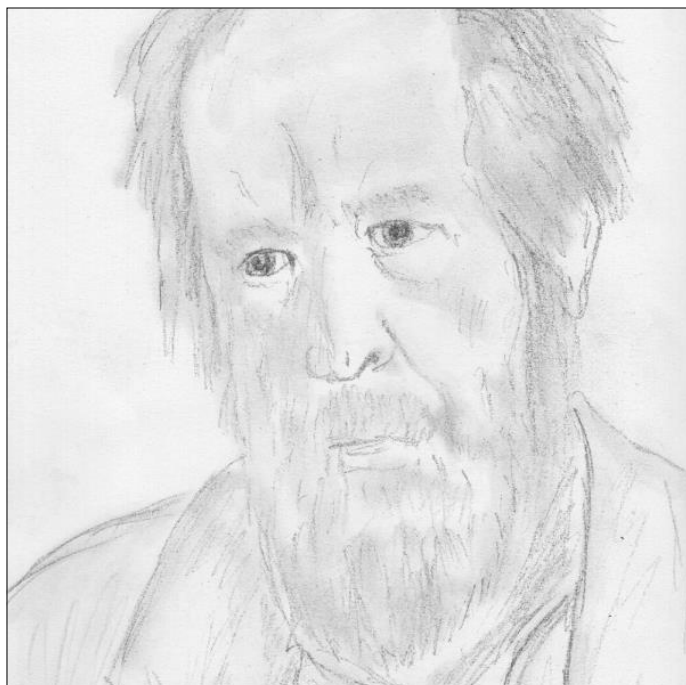
Spells

Sorcerer spells known (CL 1st)

1st (3/day)—*magic missile*, *magic weapon*, *true strike*

Cantrip (at will)—*detect magic*, *light*, *prestidigitation*, *ray of frost*, *shield*

Character Number: 14034 - 2016



Skills

☐	+1_U	Acrobatics _{Dex}
☐	+3_T	Alcohol Lore _{Int}
☐	+3_T	Arcana _{Int}
☐	+6_T	Athletics _{Str}
☐	+0_U	Crafting _{Int}
☐	+4_U	Deception _{Cha}
☐	+7_T	Diplomacy _{Cha}
☐	+3_T	Herbalism Lore _{Int}
☐	+7_T	Intimidation _{Cha}
☐	+0_U	Medicine _{Wis}
☐	+0_U	Nature _{Wis}
☐	+0_U	Occultism _{Int}
☐	+4_U	Performance _{Cha}
☐	+3_T	Religion _{Wis}
☐	+0_U	Society _{Int}
☐	+1_U	Stealth _{Dex}
☐	+0_U	Survival _{Wis}
☐	+1_U	Thievery _{Dex}

Focus Spells

Dragon Claws (1st)

Tracked Resources

Lesser alchemist's fire

☐

Torch

☐

Gear (Encum: 8 bulk, Over: 13 bulk)**Total Bulk Carried: 2.8, Unencumbered**

Backpack (86 @ 3.1 blk)	L
Bandolier (2 @ 0.2 blk)	L
Bedroll <In: Backpack (86 @ 3.1 blk)>	L
Belt pouch (2 @ 0 blk)	-
Chalk x10 <In: Backpack (86 @ 3.1 blk)>	-
Clothing, ordinary (empty) <In: Backpack (86 @ 3.1 blk)>	-
Clothing, winter (empty)	L
Cookware <In: Backpack (86 @ 3.1 blk)>	2
Flint and steel <In: Belt pouch (2 @ 0 blk)>	-
Lesser alchemist's fire x2 <In: Bandolier (2 @ 0.2 blk)>	0.2
Longsword	1
Material component pouch (empty)	L
Mirror <In: Backpack (86 @ 3.1 blk)>	-
Money <In: Belt pouch (2 @ 0 blk)>	-
Rations (1 week) x3 <In: Backpack (86 @ 3.1 blk)>	0.3
Religious symbol, silver	L
Rope (foot) x50 <In: Backpack (86 @ 3.1 blk)>	L
Sack (empty) x15 <In: Backpack (86 @ 3.1 blk)>	0.3
Signal whistle	-
Soap <In: Backpack (86 @ 3.1 blk)>	-
Tent, pup <In: Backpack (86 @ 3.1 blk)>	L
Torch <In: Backpack (86 @ 3.1 blk)>	L
Waterskin <In: Backpack (86 @ 3.1 blk)>	L

Experience & WealthExperience Points: **0** (2nd @ 12)Current Cash: **You have no money!**

Hobnobber (Background, Feat)

Traits: General, Skill

Prerequisites trained in Diplomacy

You are skilled at learning information through conversation. The Gather Information exploration activity takes you half as long as normal (typically reducing the time to 1 hour). If you're a master in Diplomacy and you Gather Information at the normal speed, when you attempt to do so and roll a critical failure, you get a failure instead. There is still no guarantee that a rumor you learn with Gather Information is accurate.

Toughness (Feat, General Training, Human, Race)

Traits: General

You can withstand more punishment than most before succumbing. Increase your maximum Hit Points by your level. The DC of recovery checks is equal to 9 + your dying condition value (page 459).

Blood Magic (Draconic) (Class, Sorcerer, Sorcerer Bloodline)

Whenever you cast a bloodline spell using Focus Points or a granted spell from your bloodline using a spell slot, you gain a blood magic effect. If the blood magic offers a choice, make it before resolving the spell. The blood magic effect occurs after resolving any checks for the spell's initial effects and, against a foe, applies only if the spell is a successful attack or the foe fails its saving throw. If the spell has an area, you must designate yourself or one target in the area when you cast the spell to be the target of the blood magic effect. All references to spell level refer to the level of the spell you cast.

Draconic

Draconic scales grow briefly on you or one target, granting a +1 status bonus to AC for 1 round.

Radiant Oath Champion (Boon, Faction)

Prerequisites Radiant Oath Tier 0

Cost 4 Fame

This faction boon represents your developing initial contacts with the Radiant Oath faction, allowing you to gain Reputation with the faction. While you have this boon slotted, you gain Reputation with the faction after a successfully completed adventure, as detailed in its Primary and Secondary Objectives.

Normal A character gains no Reputation unless they have a faction boon slotted.

Appears In: Pathfinder Society

Radiant Oath (Faction)

The Society's mission doesn't intrinsically involve acts of altruism, heroism, and sacrifice, yet in many areas Pathfinders are known for thwarting evil, lending a helping hand, and representing their organization as upstanding folk. For the Radiant Oath, this benevolence extends beyond incidental assistance. Instead, the faction sees the Society's broad reach as an excellent vector for assisting others the world over. Those who join the Radiant Oath swear simple vows to assist others, expanding on these promises the more they serve the faction.

Faction Leader: No stranger to peril, Valais Durant (LG female aasimar ritualist) set out for Numeria after earning her wayfinder and distinguished herself in covert operations there and in Ustalav. When the Society needed agents to investigate the possible misdeeds of Venture-Captain Thurl, she volunteered, directing her practiced senses to uncover his crimes. Unfortunately, she fell prey to his guardians and magic, ultimately being transformed into an amalgam of demonflesh. She fought off her new form's abyssal influence long enough to return to the Society, and there she sought to restore her mortal form. Her journey took her as far away as Heaven, where with other Pathfinders, she uncovered a ritual to remove the demonic corruption safely. The ritual exceeded her greatest expectations. Rather than restoring her human body, Heaven granted her a celestial form.

Even though she's still adjusting to her new body and celestial connection, Valais is committed to helping others as the Society helped her. Rather than crushing her spirit, her exposure to dark rituals and demonic whispers has taught her what's at stake if evil prevails, granting her the strength to defeat fiends and assist the vulnerable in equal measure. Her supernatural powers don't blind her to her own biases, though. Valais knows that her own perspective of justice and benevolence is but one of many the world over, so she recruits faction members of diverse backgrounds to spread good in their own ways while respecting the sensibilities and values of unfamiliar cultures.

Motto: A Light in the Shadows

Objectives: Unlike its spiritual predecessor, the Silver Crusade, which threw itself forcefully at the most significant threats and villains, the Radiant Oath emphasizes acts of kindness, compassion, and redemption. However, when dire evils threaten the world, the members of the Radiant Oath are ready to combat it. By consistently promoting the cause of good and building the faction's reputation, the Radiant Oath strives for greater influence in the Society to direct its resources toward just causes.

Appears In: Pathfinder Society

Dragon Claws	Focus 1	Magic Missile	Spell 1
Uncommon, Morph, Transmutation Traditions: Arcane Cast: [1] verbal Duration: 1 minute Vicious claws grow from your fingers. They are finesse unarmed attacks that deal 1d4 slashing damage and 1d6 extra damage of a type determined by the dragon in your bloodline (see the table in <i>dragon breath</i>). Your scales from blood magic glow with faint energy, giving you resistance 5 to the same damage type. Heightened (5th) The extra damage increases to 2d6, and the resistance increases to 10. Heightened (9th) The extra damage increases to 3d6, and the resistance increases to 15.		Arcane, Evocation, Force Traditions: Arcane Cast: [1 to 3] somatic, verbal Range: 120 feet Targets: 1 creature You send a dart of force streaking toward a creature that you can see. It automatically hits and deals 1d4+1 force damage. For each additional action you use when Casting the Spell, increase the number of missiles you shoot by one, to a maximum of three missiles for 3 actions. You choose the target for each missile individually. If you shoot more than one missile at the same target, combine the damage before applying bonuses or penalties to damage, resistances, weaknesses, and so forth. Heightened (+2) You shoot one additional missile with each action you spend.	
Detect Magic	Cantrip 1	Magic Weapon	Spell 1
Arcane, Cantrip, Detection, Divination Traditions: Arcane Cast: [2] somatic, verbal Area: 30-foot emanation You send out a pulse that registers the presence of magic. You receive no information beyond the presence or absence of magic. You can choose to ignore magic you're fully aware of, such as the magic items and ongoing spells of you and your allies. You detect illusion magic only if that magic's effect has a lower level than the level of your <i>detect magic</i> spell. However, items that have an illusion aura but aren't deceptive in appearance (such as an <i>invisibility potion</i>) typically are detected normally. Heightened (3rd) You learn the school of magic for the highest-level effect within range that the spell detects. If multiple effects are equally strong, the GM determines which you learn. Heightened (4th) As 3rd level, but you also pinpoint the source of the highest-level magic. Like for an imprecise sense, you don't learn the exact location, but can narrow down the source to within a 5-foot cube (or the nearest if larger than that).		Arcane, Transmutation Traditions: Arcane Cast: [2] somatic, verbal Range: touch Targets: 1 non-magical weapon that is unattended or wielded by you or a willing ally Duration: 1 minute The weapon glimmers with magic and energy. The target becomes a +1 <i>striking weapon</i>, gaining a +1 item bonus to attack rolls and increasing the number of weapon damage dice to two.	
Light	Cantrip 1	Prestidigitation	Cantrip 1
Arcane, Cantrip, Evocation, Light Traditions: Arcane Cast: [2] somatic, verbal Range: touch Targets: 1 object of 1 Bulk or less, either unattended or possessed by you or a willing ally Duration: until the next time you make your daily preparations The object glows, casting bright light in a 20-foot radius (and dim light for the next 20 feet) like a torch. If you cast this spell again on a second object, the <i>light</i> spell on the first object ends. Heightened (4th) The object sheds bright light in a 60-foot radius (and dim light for the next 60 feet).		Arcane, Cantrip, Evocation Traditions: Arcane Cast: [1] somatic, verbal Range: 10 feet Targets: 1 object (cook, lift, or tidy only) Duration: sustained The simplest magic does your bidding. You can perform simple magical effects for as long as you Sustain the Spell. Each time you Sustain the Spell, you can choose one of four options. • Cook Cool, warm, or flavor 1 pound of nonliving material. • Lift Slowly lift an unattended object of light Bulk or less 1 foot off the ground. • Make Create a temporary object of negligible Bulk, made of congealed magical substance. The object looks crude and artificial and is extremely fragile—it can't be used as a tool, weapon, or spell component. • Tidy Color, clean, or soil an object of light Bulk or less. You can affect an object of 1 Bulk with 10 rounds of concentration, and a larger object a 1 minute per Bulk. <i>Prestidigitation</i> can't deal damage or cause adverse conditions. Any actual change to an object (beyond what is noted above) persists only as long as you Sustain the Spell.	

Ray of Frost

Cantrip 1

Arcane, Attack, Cantrip, Cold, Evocation

Traditions: Arcane

Cast: [2] somatic, verbal

Range: 120 feet

Targets: 1 creature

You blast an icy ray. Make a spell attack roll. The ray deals cold damage equal to 1d4 + your spellcasting ability modifier.

Heightened (+1) The damage increases by 1d4.

Shield

Cantrip 1

Abjuration, Arcane, Cantrip, Force

Traditions: Arcane

Cast: [1] verbal

Duration: until the start of your next turn

You raise a magical shield of force. This counts as using the Raise a Shield action, giving you a +1 circumstance bonus to AC until the start of your next turn, but it doesn't require a hand to use.

While the spell is in effect, you can use the Shield Block reaction with your magic shield (see below). The shield has Hardness 5. After you use Shield Block, the spell ends and you can't cast it again for 10 minutes. Unlike a normal Shield Block, you can use the spell's reaction against the *magic missile* spell.

Heightening the spell increases the shield's Hardness.

Heightened (3rd) The shield has Hardness 10.

Heightened (5th) The shield has Hardness 15.

Heightened (7th) The shield has Hardness 20.

Heightened (9th) The shield has Hardness 25.

SHIELD ACTIONS

The *shield* spell works like a raised shield, and it also gives you the ability to use the Shield Block reaction.

SHIELD BLOCK [reaction]

Trigger While you have your shield raised, you take damage from a physical attack.

You place your shield to ward off a blow. Your shield prevents you from taking an amount of damage up to the shield's Hardness. You and the shield each take any remaining damage, possibly breaking or destroying the shield.

True Strike

Spell 1

Arcane, Divination, Fortune

Traditions: Arcane

Cast: [1] verbal

Duration: until the end of your turn

A glimpse into the future ensures your next blow strikes true. The next time you make an attack roll before the end of your turn, roll the attack twice and use the better result. The attack ignores circumstance penalties to the attack roll and any flat check required due to the target being concealed or hidden.