

Name: Gorgo the Pale **PFS#:** 14034-40

Initiative: +1 **AC:** 11 (Touch 11, FF 10) **CMB:** +2 **CMD:** 13 (12 FF) **Fort:** +6 **Reflex:** +2 **Will:** +4 **HP:** 19

BAB: +0 **Speed:** 30' **Touch:** +2 **Ranged Touch:** +1

Languages: Hallit, Orc, Skald, Taldane

Per-day Abilities:

4 Martial Flexibility OOOO

1 Arcane Bond O [cast any one spell that the wizard has in his spellbook and is capable of casting, even if the spell is not prepared.]

3 Arcane Pool OOO

Magus CL: 1 **DC:** 12+spell level **Concentration:** +3

X Magus level 0 spells (DC 12):

Pick two: [] Acid Splash, [] Arcane Mark*, [] Dancing lights, [] Daze*, [] Detect Magic, [] Disrupt Undead, [] Flare, [] Ghost Sound, [] Light*, [] Mage Hand, [] Open/Close, [] Prestidigitation, [] Ray of Frost, [] Read Magic

2 Magus level 1 spells (DC 13):

Pick one: [] O Enlarge Person, [] O Color Spray, [] O Feather Fall, [] O Mirror Strike, [] O Tenebrous Acid Splash, [] O Tenebrous Daze*, [] O Tenebrous Ghost Sound, [] O Tenebrous Ray of Frost, [] O True Strike, [] O Umbral Arcane Mark*

Sorcerer CL: 1 **DC:** 12+spell level **Concentration:** +3

X Sorcerer level 0 spells (DC 12):

Acid Spalsh, Arcane Mark*, Detect Magic, Message, Tenebrous Arcane Mark*

4 Sorcerer level 1 spells (DC 13): OOOO

Burning Hands, Shocking Grasp*, **Metamagic:** Tenebrous Acid Splash, Tenebrous Message, Umbral Arcane Mark

Limited Use Items:

Wand of Cure Light Wounds [50]: OOOOO OOOOO OOOOO OOOOO OOOOO OOOOO OOOOO
OOOOO OOOOO OOOOO

Wand of Grease [11]: OOOOO O

Boons:

O Inside Knowledge (The Consortium Compact 004): +2 bonus on Knowledge Local checks about the Aspis Consortium, and can roll such checks untrained. Cross this boon off to take 20 on a single Knowledge Local check about the Aspis Consortium.

O Lord Avid's Recommendation (The Consortium Compact 004): +2 bonus on all Charisma-based skill checks against nobility on the Islae of Kortos. Cross this boon off to take increase the bonus to +4, and to apply it to anyone on the Isle of Kortos.

O Starkissed Sand (Ritual of Stardust 4715 AR Boon 005): Use as 250 gp worth of powdered gems of any variety, when casting a spell; in addition, apply one of the following metamagic feats without changing the spell slot used: Enlarge, Extend, Heighten +1, Silent.

Tenebrous spell:

When you cast a tenebrous spell in darkness or dim light, the spell's effective caster level and any associated save DCs are increased by 1. Any attempts at dispelling a tenebrous spell in darkness or dim light take a –2 penalty on the dispel check.

Casting a tenebrous spell in bright light is difficult, and requires a concentration check (DC 15 + twice the tenebrous spell's effective spell level). Attempts to dispel a tenebrous spell in bright light gain a +4 bonus on the dispel check.

You cannot use this feat on spells with the light descriptor. A tenebrous spell uses up a spell slot one level higher than the spell's actual level, except in the case of spells with the darkness or shadow descriptor or of the illusion (shadow) subschool; this feat does not change the effective level of those spells (but still counts as using a metamagic feat for all other purposes).

Umbral spell:

An umbral spell gains the darkness descriptor. As long as the spell is in effect, the creature or object affected radiates darkness in a 10-foot radius, reducing illumination similar to the effects of the darkness spell. Nonmagical sources of light, such as torches or lanterns, do not increase the light level in this area. Magical light sources only increase the light level in an area affected by an umbral spell if they are of a higher level than the umbral spell's unmodified spell level. This effect does not stack with itself or with any other effect that creates darkness. An umbral spell uses up a spell slot two levels higher than the spell's actual level.

You cannot use this feat on a spell with an instantaneous duration or a spell that does not target a creature or object.

Spellstrike: whenever a magus casts a spell with a range of "touch" from the magus spell list, he can deliver the spell through any weapon he is wielding as part of a melee attack. Instead of the free melee touch attack normally allowed to deliver the spell, a magus can make one free melee attack with his weapon or shield bash (at his highest base attack bonus) as part of casting this spell. If successful, this melee attack deals its normal damage as well as the effects of the spell. If the magus makes this attack in concert with spell combat, this melee attack takes all the penalties accrued by spell combat melee attacks. This attack uses the weapon's critical range (20, 19–20, or 18–20 and modified by the keen weapon property or similar effects), but the spell effect only deals ×2 damage on a successful critical hit, while the weapon damage uses its own critical modifier.

Always on:

Darkvision 60'

Dazzled within Bright Light (eg. daylight spell or bright sunlight) [-1 penalty to attack rolls and sight-based perception checks]

Arcane Mark counts as one level lower when metamagic feats are applied to it

Immediate Action:**Free actions:****Swift actions:**

One use of **arcane pool** to grant an enhancement bonus of +1 to a weapon as normal, or to his shield, paying the arcane pool cost separately for each. Can only enhance his own shield and/or one weapon at a time.

Move actions:**Martial Flexibility**

A brawler can take a move action and use **Martial Flexibility** to gain the benefit of a combat feat she doesn't possess. This effect lasts for 1 minute. The brawler must meet all the feat's prerequisites.

Arcane Strike (+1 damage with swift action, and weapons are considered magic)

Blind Fight (Reroll miss chances for concealment)

Bludgeoner (Inflict nonlethal damage with bludgeoning weapons)

Combat Casting (+4 bonus on concentration checks for casting defensively)

Defensive Combat Training (Use your total Hit Dice as your BAB for CMD)

Dodge (+1 dodge bonus to AC)

Improved Initiative (+4 bonus on initiative checks)

Improved Unarmed Strike (Always considered armed)

Throw Anything (No penalties for improvised ranged weapons)

Standard action:

Melee 2-handed Greatsword: +3 to hit (19-20/x2) | 2d6+3 damage S

Melee 2-handed Scimitar: +3 to hit (18-20/x2) | 1d6+3 damage S

Melee 1-handed Scimitar: +3 to hit (18-20/x2) | 1d6+2 damage S

Melee 2-handed Morningstar: +2 to hit (20/x2) | 1d8+3 damage B/P

Melee 1-handed Morningstar: +2 to hit (20/x2) | 1d8+2 damage B/P

Melee Dagger: +2 to hit (19-20/x2) | 1d4+2 damage PS

Ranged Dagger: +1 to hit (19-20/x2) | 1d4+2 damage PS 10' range

Melee Bite: +2 to hit (20/x2) | 1d4+1 damage B/P/S

Cast a spell (which is on the Magus list) with **spellstrike**, through a shield bash or weapon.

Full Round action:

Cast a spell that normally takes 1-round or less, with metamagic feats applied

Tenebrous Spell cast in dim light or darkness: +1 caster level, +1 DC, level of spell +1 except for spells with the darkness or shadow descriptor

Magical Lineag Arcane Mark:

When you apply metamagic feats to Arcane Mark, treat its actual level as 1 lower for determining the spell's final adjusted level.

Full Round actions:

Basic non-bite melee (beside bite) plus melee bite: -3 to hit (20/x2) | 1d4+1 damage B/P/S

Cast a spell (which is on the Magus list) with **Spellstrike**, and metamagic feat(s), through a shield bash or weapon.