

Name: Gorgo the Pale **Level 8 PFS#:** 14034-40

Initiative: +1 **AC:** 19 (Touch 12, FF 18); +1 (0, +1) **buckler;** +1 (0, +1) **arcane bond**

CMB: +7 **CMD:** 19 (18 FF) **Fort:** +9 **Reflex:** +4 **Will:** +7 **BAB:** +4 **Speed:** 30' **Touch:** +7 **Ranged Touch:** +5
[**Guiding Compass:** +1 on saves to vs spells w ongoing magic effects that allow additional saves]

HP: 76 [Elemental Awakening (016 07-99): Energy Resistance electricity 1, fire 2.]

Languages: Hallit, Orc, Skald, Taldane

Per-session Abilities:

1 Reroll O

5 Explorer OOOOO Before rolling, +4 circumstance bonus to Acrobatics, Climb, Knowledge, Linguistics, Survival, Swim, or Use Magic Device; may use skill untrained.

Per-day Abilities:

6 Martial Flexibility OOOOO O

3 Arcane Pool OOO

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.]

1 Level 1 Pearl of Power O

3 Spellguard Bracers OOO

Magus CL: 1 **DC:** 12+spell level **Concentration:** +3 (+9 to Cast Defensively) [**Roll 2x w Spellgrd Bracers**]

X Magus level 0 spells (DC 12):

Pick two: [] Acid Splash (+1 point per die), [] Arcane Mark*, [] Dancing lights, [] Daze*, [] Detect Magic, [] Disrupt Undead, [] Flare, [] Ghost Sound, [] Light*, [] Mage Hand, [] Open/Close, [] Prestidigitation, [] Ray of Frost (+1 point per die), [] Read Magic

1 Magus level 1 spells (DC 13):

Pick one: [] O Burning Hands (+1 point per die), [] O Color Spray, [] O Enlarge Person, [] O Feather Fall, [] O Floating Disk, [] O Hydraulic Push, [] O Mirror Strike, **Metamagic:** [] 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: 6 **DC:** 14+spell level **Concentration:** +10 (+16 to Cast Defensively) [**Roll 2x w Spellgrd Bracers**]

X Sorcerer level 0 spells (DC 14) Arcane Spell Failure Chance: 10% (ignore 10% w/ Swift action)

Acid Spalsh (+1 point per die), Arcane Mark*, Detect Magic, Disrupt Undead (+1 point per die), Mage Hand, Message, Open/Close, **Metamagic:** Tenebrous Arcane Mark*, Tenebrous Open/Close

7 Sorcerer level 1 spells (DC 15) 10% Arcane Spell Failure Chance: OOOOO OO

Burning Hands (+1 point per die), Jump, Shield, Shocking Grasp* (+1 point per die), True Strike, **Metamagic:** Tenebrous Acid Splash, Tenebrous Message, Umbral Arcane Mark*

6 Sorcerer level 2 spells (DC 16) 10% Arcane Spell Failure Chance: OOOOO O

Bull's Strength, Scorching Ray (+1 point per die), Touch of Idiocy* (+1 point per die), **Metamagic:** Tenebrous Burning Hands (+1 level, +1 DC, +1 point per die), Tenebrous Shocking Grasp* (+1 level, +1 point per die)

4 Sorcerer level 3 spells (DC 17) 10% Arcane Spell Failure Chance: OOOO

Vampiric Touch (+1 point per die)*, **Metamagic:** Tenebrous Scorching Ray (+1 level, +1 DC, +1 point per die)

Limited Use Items:

Wand of Enlarge Person [47]: OOOOO OOOOO OOOOO OOOOO OOOOO OOOOO OOOOO OOOOO OOOOO OO

Wand of Cure Light Wounds [33]: OOOOO OOOOO OOOOO OOOOO OOOOO OOOOO OOO

Floating Disk [22]: OOOOO OOOOO OOOOO OOOOO OOO

Wand of Grease [11]: OOOOO OOOOO O

Wand of Gaseous Form [7]: OOOOO OO

Boons:

Inside Connection (Masks of the Living God 010): +2 Charisma checks against the faithful of Razmir.

Stolen deeds (Masks of the Living God 010): Absalom property costs 1 PP less.

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.

O Nira's Gratitude (Twisted Circle 006): After you roll a Knowledge check, Perception check, or Sense Motive check but before the results are revealed, you can cross this boon off of your Chronicle sheet to roll a second time using Nira's bonus instead (6 + your character level), representing Nira's insights, This act is mentally taxing, and Nira cannot provide this assistance more than once.

O New Recruit (School of Spirits 007): J Dacilane will cast one spell that is up to [character level / 3], with caster level of [character level -3]. She is in own square for purposes of determining origin of spell.

O Infiltrator (The Sun Orchid Scheme 009): Cross this boon off before a stealth check – you and another ally may use the higher stealth roll for each of you.

O Efreeti Arcana (Cleansed with Fire 015): Check the box to cast scorching ray as a spell-like ability (CL 7th).

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

Endure Elements Supernatural Ability, heat only, to 110 degrees. [011 07-24 **Ekujae's Blessing**]

Any adventure in Mwangi, Sargava, Shackles: Have free 1 potion Cure Moderate Wounds, 1 vial antiplague, +1 animal bane sling bullet. [011 07-24 **Kaghave Redeemed**]

Elemental Awakening (016 07-99): +1 Cha Checks vis air subtype, +2 Cha Checks vis fire subtype.

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.

Ignore 10% of Arcane Spell Failure.

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)

Catch Off-Guard (No penalties for improvised weapon, unarmed opponents flat-footed)

Cleave (Make an additional attack if the first one hits)

Combat Reflexes (Make additional attacks of opportunity)

Cornugon Smash (Make free Intimidate checks when you Power Attack)

Dedictaed Adversary (Choose one creature type, gained favored enemy +2 att dmg etc)

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

Dirty Fighting (If flanking, use a combat maneuver without provoking)

Dodge (+1 dodge bonus to AC)

Exotic Weapon Proficiency (No penalty on attacks made with one exotic weapon)

Flanking Foil (Foes you strike lose their flanking bonus against you)

Furious Focus (Do not take the Power Attack penalty on the first attack each round)

Improved Bull Rush (+2 bonus on bull rush attempts, no AOO)

Improved Drag (+2 bonus on drag attempts, no AOO)

Improved Initiative (+4 bonus on initiative checks)

Improved Overrun (+2 bonus on overrun attempts, no AOO)

Improved Sunder (+2 bonus on sunder attempts, no AOO)

Improved Unarmed Strike (Always considered armed)

Intimidating prowess (Add Str to Intimidate in addition to Cha)

Pushing Assault (Push a foe back with a two-handed weapon.)

Step Up (Take a 5-foot step as an immediate action)

Throw Anything (No penalties for improvised ranged weapons)

Uncivilized Tactics (Use Natural Attack to immobilize arm)

Weapon Focus (+1 bonus on attack rolls with one weapon)

Standard action:

+1 to hit and +1 damage with arcane pool.

2H Power Attack -2 to hit +6 Damage, 1H Power Attack -1 To hit +4 damage

Enlarge Person +2 to Damage, damage up one die, +5' reach, AC -1 (-1, -1)

Melee 2-handed +2 Adamant Greatsword: +9 to hit (19-20/x2) | 2d6+6 damage S (-1 to hit if using buckler)

Melee 2-handed Scimitar: +8 to hit (18-20/x2) | 1d6+4 damage S (-1 to hit if using buckler)

Melee 2-handed Morningstar: +7 to hit (20/x2) | 1d8+3 damage B/P (-1 to hit if using buckler)

Melee 1-handed Scimitar: +7 to hit (18-20/x2) | 1d6+3 damage S

Melee 1-handed Morningstar: +7 to hit (20/x2) | 1d8+3 damage B/P

[If using 2 hands to hit, -1 to hit +1 damage.]

Melee Dagger: +7 to hit (19-20/x2) | 1d4+3 damage PS

Ranged Dagger: +5 to hit (19-20/x2) | 1d4+3 damage PS 10' range

Melee Bite: +7 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: +2 to hit (20/x2) | 1d4+1 damage B/P/S

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