

Hero name: Gorgo the Pale; Player name: Scott David Gray; Pathfinder Society number: 14034-40
Class: Sorcerer; Favored Class: Magus; Archetypes: Skirmir; Arcane Bond Masterwork Buckler
Race: Human; Alignment: Chaotic Neutral; Deity: Gorum; Ethnicity: Ulfen; Languages: Hllit, Orc; +2 Ability:
Constitution
Ability Scores: 14 Str; 12 Dex; 14/16 Con; 13 Int; 8 Wis; 14 Cha
Magus: Level 1 spells: Color Spray, Enlarge Person, Feather Fall, Gorum's Armor, True Strike
Skills: Bluff +1, Intimidate +1, Knowledge Arcana 0, Perception 0, Spellcraft +1, Survival +1, Use Magic Device
+1
Feats: Tenebrous Spell, Umbral Spell; Traits: Adopted (Social), Magical Lineage [Arcane Mark] (Magic), Tusked
(Racial)
Weapons: Morningstar, Dagger
Magic: Scroll of Air Bubble, Ant Haul, and Comprehend Languages
Gear: Explorer's Outfit (Free); Spellbook (Free); Whetstone (0.02); 7x Soap (0.07); Bedroll (0.1); Hat (0.2); Mess
Kit (0.2); Blanket (0.5); Pot (0.8); Signal Whistle (0.8); Belt Pouch (1); Flint and Steel (1); Grappling Hook (1);
Waterskin (1); Backpack (2); Dagger (2); Gear Maintenance Kit (5); Iron Unholy Symbol of Gorum (5); 10x Trail
Rations (5); Full Color Tattoo of Orc Cheesecake on Left Shoulder (5.18); Morningstar (8); Silk Rope (10)
Gender: Male; Age: 24; Height: 69"; Weight 216; Hair: Coarse-black; Eyes: Hazel; Skin: Green-hue
Level 2: Sorcerer 1: Archetype: Eldritch Scrapper. Bloodline: Orc; Level 0 spells: Acid Splash, Arcane Mark,
Detect Magic, Message; Level 1 spells: Mage Armor, Shocking Grasp; Skills: Bluff 1, Intimidate +2, Knowledge
Arcana 0, Perception ++2, Spellcraft +2, Survival 1, Use Magic Device +2; Items: Spell Component Pouch (5),
Upgrade Arcane Bond Masterwork Buckler to Mithral (250), Masterwork Scimitar (315), Masterwork
Greatsword (350), Wand of Cure Light Wounds (2 Prestige)
Level 3: Sorcerer 2: Level 0 spells: Disrupt Undead; Feat: Toughness, Skills: Bluff 1, Intimidate +3, Knowledge
Arcana +1, Perception +3, Spellcraft +3, Survival 1, Use Magic Device +3
Level 4: +1 Charisma; Sorcerer 3: Level 1 spells: True Strike; Skills: Bluff +2, Intimidate +4, Knowledge Arcana
1, Perception +4, Spellcraft +4, Survival 1, Use Magic Device +4
Level 5: Sorcerer 4: Level 0 spells: Mage Hand; Level 2 spells: Touch of Idiocy; Feat: Arcane Armor training,
Skills: Bluff +3, Intimidate +5, Knowledge Arcana 1, Perception +5, Spellcraft +5, Survival 1, Use Magic Device
+5
Level 6: Sorcerer 5: Level 1 spells: Jump, Level 2 spells: Scorching Ray, Skills: Bluff +4, Intimidate +6,
Knowledge Arcana 1, Perception +6, Spellcraft +6, Survival 1, Use Magic Device +6
Level 7: Sorcerer 6: Level 0 spells: Open/Close, Level 3 spells: Vampiric Touch, Feat: Combat Casting, Skills:
Bluff +5, Intimidate +7, Knowledge Arcana 1, Perception +7, Spellcraft +7, Survival 1, Use Magic Device +7
Level 8: +1 Charisma, Eldritch Knight 1: Fighter Feat: Power Attack Skills: Bluff +6, Intimidate +8, Knowledge
Arcana 1, Perception +8, Spellcraft +8, Survival 1, Use Magic Device +8
Level 9: Eldritch Knight 2: Level 1 spells: , Level 2 spells: , Level 3 spells: Force Punch, Feat: Weapon Focus
Greatsword, Skills: Bluff +7, Intimidate +9, Knowledge Arcana 1, Perception +9, Spellcraft +9, Survival 1, Use
Magic Device +9
Level 10: Eldritch Knight 3: Level 4 Spells: , Skills: Bluff +8, Intimidate +10, Knowledge Arcana 1, Perception
+10, Spellcraft +10, Survival 1, Use Magic Device +10
Level 11: Eldritch Knight 4: Level 2 Spells: , Level 3 Spells: Haste, Level 4 Spells: , Feat: Vital Strike, Skills:
Bluff +9, Intimidate +11, Knowledge Arcana 1, Perception +11, Spellcraft +11, Survival 1, Use Magic Device +11
Level 12: +1 Charisma, Eldritch Knight 5: Level 0 spells: , Level 5 spells: Fighter Feat: Improved Critical
Greatsword Skills: Bluff +10, Intimidate +12, Knowledge Arcana 1, Perception +12, Spellcraft +12, Survival 1,
Use Magic Device +12
Pearls of Power level 1 (1000 each)
Cloak: Resistance +1 (1000), +2 (4000), +3 (9000), +4 (16000)
Buckler: Mithral Buckler (1005)
Ring: Protection +1 (2000), +2 (8000)
Amulet: Natural Armor +1 (2000), +2 (8000)
Armor: Mithral Chain Shirt (1100), +1 (2100), +2 (5100), +3 (10100)
Belt: +2 Strength (4000), +4 Strength (16000)
Greatsword: Adamantine (3050), +1 adamantine (5050), +2 adamantine (11050), +3 adamantine (21050)
Hands: Gloves of Elvenkind: (7500)
Wrists: Spellguard Bracers (5000)
Body: Tunic of Careful Casting (5000)
Headband: +2 Charisma (4000), +4 Charisma (16000)
Circlet of Persuasion: (4500)
Handy Haversack (2000)