



CHARACTER			
NAME Jean-Paul Sully		PLAYER Scott David Gray	
CLASS/LEVEL Sorcerer 1	ANCESTRY Human		EXPERIENCE 0
BACKGROUND Merchant	ALIGNMENT Neutral		DEITY Abadar
SIZE Medium	AGE 27	HEIGHT 71	WEIGHT 150
GENDER Male	HAIR Brown, with bears	EYES Brown	SKIN Pale
LANGUAGE(S) Common			

SPEED, CLASS DC, AND HERO POINTS		
SPEED	CLASS DC	HERO POINTS
25 ft.	15	1

HIT POINTS		
MAXIMUM	CURRENT	TEMPORARY
15	15	0

SENSES						
	TOTAL	ABILITY MOD	T	E	M	L
Perception	+1	=	+1	●	●	●
(Wis)						

SAVING THROWS						
	TOTAL	ABILITY MOD	T	E	M	L
Fort	+2	=	+1	●	●	●
(Con)						
Ref	+4	=	+1	●	●	●
(Dex)						
Will	+2	=	+2	●	●	●
(Wis)						

ARMOR CLASS						
	TOTAL	ABILITY MOD	T	E	M	L
TAC	14	=	10	+3	●	●
TOUCH ARMOR CLASS						
AC	14	=	10	+3	●	●
ARMOR CLASS						

	TOTAL	ABILITY MOD	T	E	M	L	PROF	ITEM	MISC
<input type="checkbox"/> ACROBATICS (DEX)	+4	=	+3	●	●	●	+1		+0
<input checked="" type="checkbox"/> ARCANA (INT)	+2	=	+1	●	●	●	+1		+0
<input type="checkbox"/> ATHLETICS (STR)	-1	=	+0	●	●	●	-1		+0
<input checked="" type="checkbox"/> CRAFTING (INT)	+2	=	+1	●	●	●	+1		+0
<input type="checkbox"/> DECEPTION (CHA)	+3	=	+4	●	●	●	-1		+0
<input checked="" type="checkbox"/> DIPLOMACY (CHA)	+5	=	+4	●	●	●	+1		+0
<input checked="" type="checkbox"/> INTIMIDATION (CHA)	+5	=	+4	●	●	●	+1		+0
<input type="checkbox"/> MEDICINE (WIS)	-1	=	+0	●	●	●	-1		+0
<input checked="" type="checkbox"/> MERCANTILE LORE (INT)	+2	=	+1	●	●	●	+1		+0
<input type="checkbox"/> NATURE (WIS)	-1	=	+0	●	●	●	-1		+0
<input type="checkbox"/> OCCULTISM (INT)	+0	=	+1	●	●	●	-1		+0
<input type="checkbox"/> PERFORMANCE (CHA)	+3	=	+4	●	●	●	-1		+0
<input type="checkbox"/> RELIGION (WIS)	-1	=	+0	●	●	●	-1		+0
<input checked="" type="checkbox"/> SOCIETY (INT)	+2	=	+1	●	●	●	+1		+0
<input type="checkbox"/> STEALTH (DEX)	+2	=	+3	●	●	●	-1		+0
<input type="checkbox"/> SURVIVAL (WIS)	-1	=	+0	●	●	●	-1		+0
<input type="checkbox"/> THIEVERY (DEX)	+2	=	+3	●	●	●	-1		+0
signatureSkill  Armor check penalty applies									

ACTIONS, REACTIONS AND ACTIVITIES	
	Reach Spell Add an action to a range spell to increase its range by 30ft.

ABILITY SCORES		
	SCORE	ABILITY MOD
STR Strength	10	+0
DEX Dexterity	16	+3
CON Constitution	12	+1
INT Intelligence	12	+1
WIS Wisdom	10	+0
CHA Charisma	18	+4

RESONANCE POINTS				
MAXIMUM	CURRENT	OVERSPENT	CHA	LVL
5	5	0	+4	+1

EQUIPMENT	
NAME	BULK
Weapons	
Fist (Trained)	
(5×) Javelin (Trained)	0.5
Longspear (Trained)	2
Armor	
Unarmored defense (Trained)	—
Gear	
Artisan's tools	8
Backpack (20 @ 0.9 blk)	L
Belt pouch (1 @ 0 blk)	—
Clothing, fine (10 @ 2.6 blk)	—
Clothing, ordinary (empty)	—
Clothing, winter (empty)	—
Flint and steel	—
Lantern, bull's-eye	1
Manacles	—
Merchant's scale	L
(8×) Oil (pint)	—
(7×) Rations (day)	0.7
Rations (day)	L
Signal Whistle	—
Waterskin	L
Writing set	L
	4/10 bulk

WEALTH
0 cp   0 sp   0 gp   0 pp

WEAPONS	
NAME	WEAPON PROPERTIES
	Melee +4 / +0 / -4
Fist (Trained)	Damage 1d4 B Critical 2d4 traits Agile, finesse, nonlethal, unarmed
	Ranged +4 / -1 / -6 P
(5×) Javelin (Trained)	Damage 1d6 P Critical 2d6 traits Thrown (30 ft.)
	Melee +1 / -4 / -9
Longspear (Trained)	Damage 1d8 P Critical 2d8 traits Reach

TRADITION SPELLS	
Cantrip	
Chill Touch (Spell Roll +5, DC 15)	
Prestidigitation	
Read Aura	
Light	
Detect Magic	
1	
Fear (DC 15)	3 Lvl 1 spells left
Spider Sting (Spell Roll +5, DC 15)	3 Lvl 1 spells left
Shocking Grasp	3 Lvl 1 spells left

POWERS	
1	
Ancestral Surge	

SPELL POINTS	
MAXIMUM	CURRENT
4	4

ACTIONS, REACTIONS AND ACTIVITIES	
 Reach Spell	Add an action to a range spell to increase its range by 30ft.



EQUIPMENT DESCRIPTIONS
Weapons
<b>Fist</b>
<b>Javelin</b>
<b>Longspear</b>
Armor
<b>Unarmored defense</b>
Your Unarmored Defense proficiency is here.
Gear
<b>Artisan's tools</b>
You can create items from raw materials using artisan's tools. This involves using the Crafting skill to Craft the items. Expert artisan's tools give you a +1 item bonus to the check, and master tools give you a +2 item bonus. Different sets might be needed for different kinds of work, as determined by the GM; for example, blacksmith's tools differ from woodworker's tools.
<b>Backpack (20 @ 0.9 blk)</b>
A backpack can hold up to 4 Bulk worth of items. If you are carrying or stowing a backpack rather than wearing it on your back, it has light Bulk instead of negligible.
<b>Belt pouch (1 @ 0 blk)</b>
A belt pouch can hold up to 4 items of light Bulk.
<b>Clothing, fine</b>
Fine clothing suits a noble or royal, made with expensive fabrics, precious metals, and intricate patterns.
<b>Clothing, ordinary</b>
Ordinary clothing is functional and decently tailored, such as peasant garb, monk's robes, traveler's attire, or work clothes.
<b>Clothing, winter</b>
Winter clothing grants a +1 item bonus to Survival checks to Survive in the Wild when enduring cold.
<b>Flint and steel</b>
Flint and steel are useful in creating a fire if you have the time to catch a spark, though using them is typically too time-consuming to be possible during an encounter. Even in ideal conditions, using flint and steel to light a flame requires at least 3 actions, and often significantly longer.
<b>Lantern, bull's-eye</b>
A lantern sheds bright light and requires 1 pint of oil to function for 6 hours. A bull's-eye lantern emits its light in a 60-foot cone. A hooded lantern sheds light in a 30-foot radius and is equipped with shutters, which you can close to block the light. Closing or opening the shutters takes an Interact action and requires you to have one hand free.
<b>Manacles</b>
Binding a creature in manacles requires one successful touch attack to bind each wrist or ankle. A creature is normally untrained with manacle touch attacks. A two-legged creature with its legs bound is hampered 15, and a two-handed creature with its wrists bound has to succeed at a DC 5 flat check any time it uses a manipulate action or else that action fails. A creature bound to a stationary object is immobile. For creatures with more or fewer limbs, the GM determines what effect manacles have, if any. Freeing a creature from manacles requires three successful DC 22 Thievery checks to Pick the Lock. Expert-quality manacles require four successes at DC 27, and master-quality manacles require five successes at DC 32.
<b>Merchant's scale</b>
<b>Oil (pint)</b>
You can use oil to fuel lanterns, but you can also set a pint of oil aflame and throw it. You must first spend an Interact action preparing the oil, then throw it with another action as a ranged touch attack. If you hit, it splatters on the creature or in a single 5-foot square you target. You must succeed at a DC 10 flat check for the oil to ignite successfully when it hits. If the oil ignites, the target takes 1d6 fire damage.
<b>Rations (day)</b>
<b>Rations (day)</b>
<b>Signal Whistle</b>
When sounded, a signal whistle can be heard clearly up to half a mile away in open country.
<b>Waterskin</b>
<b>Writing set</b>
Using a writing set, you can draft correspondence and scribe scrolls. A set includes stationery, including a variety of paper and parchment, as well as ink, a quill or inkpen, sealing wax, and a simple seal. If you've written a large amount, you can refill your kit with extra ink and paper.

## ABILITY DESCRIPTIONS

### **Bargain Hunter**

You can spend the day Gathering Information specifically about deals on items rather than other information. Name an item or a general category of items (such as "magic weapons") you're looking for and then roll your Diplomacy check. Any bonuses you have when Gathering Information apply. The GM sets the DC based on the population of the settlement, the difficulty of finding the easiest-to-find item, how many merchants are in the area, and similar factors. If you choose not to buy the item using a deal right away, the GM determines whether the deal is still good later on. This type of Gather Information action has special outcomes on a success or critical success.

You can also use the Practice a Trade activity with Diplomacy instead of the Lore skill, spending your days hunting bargains and reselling at a profit.

**Success** You find a deal on the item you were looking for. You can purchase it at a discount equal to the value of a successful Practice a Trade check for a task of your level (see page 151), to a minimum value of half the item's Price after the discount.

**Critical Success** You find an incredible deal on the item you were looking for. You can purchase it at a discount equal to the value of a successful Practice a Trade check for a task of 1 level higher than your level (see page 151), to a minimum value of half Price after the discount.

### **Reach Spell**

You add a Somatic Casting action to the casting of the triggering spell to increase its range by 30 feet. If the spell normally has a range of touch, you instead extend its range to 30 feet, and if the touch spell normally requires an attack roll or a touch attack roll, it now requires a ranged attack roll or a ranged touch attack roll, as appropriate.

## SPELL DESCRIPTIONS

### Chill Touch

Your touch weakens the living and disorients undead. Make a melee touch attack. The effect of a hit depends on whether the target is living or undead. Heightening increases the damage.

**Living Creature** 1d8 negative damage. On a critical hit, double damage and enfeebled 1 for 1 round.

**Undead Creature** Flat-footed for 1 round. On a critical hit, it's also fleeing for 1 round unless it succeeds at a Will save.

**Heightened (3rd)** Damage of 1d8 + your spellcasting ability modifier.

**Heightened (5th)** Damage of 2d8 + your spellcasting ability modifier.

**Heightened (7th)** Damage of 3d8 + your spellcasting ability modifier.

**Heightened (9th)** Damage of 4d8 + your spellcasting ability modifier.

### Detect Magic

You send out a magical pulse that registers the presence of magic. You receive no information beyond presence or absence of magic. You can choose to ignore magic you're fully aware of, such as you and your allies' magic items and ongoing spells.

You detect illusion magic only if that magic's effect has a lower level than the level of your *detect magic* spell. However, items that have an illusion aura but aren't deceptive in appearance (such as an *invisibility potion*) typically get detected normally.

**Heightened (3rd)** You learn the school of magic for the highest-level magical 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. You don't learn the exact location but can narrow down the source to within a 5-foot cube. If the source is larger than that, you identify only the cube nearest to you.

### Fear

You plant fear in the target, with effects based on its Will save.

**Success** The target is frightened 1.

**Critical Success** The target is unaffected.

**Failure** The target is frightened 2.

**Critical Failure** The target is frightened 3 and fleeing for 1 round.

**Heightened (3rd)** You can target up to five creatures.

### Light

The object begins to glow with pure light, casting bright light in a 20-foot radius like a torch. If you cast this spell again on another object, the light on the last object you cast it on is dismissed.

**Heightened (4th)** The object instead sheds bright light in a 60-foot radius.

### Prestidigitation

You can perform simple magical effects for as long as you Concentrate on the Spell. The effects are minor and have severe limitations. Each time you Concentrate on the Spell, you can choose one of four options, based on your type of magic.

- **Cook (arcane, primal)** Chill, warm, or flavor 1 pound of nonliving material.
- **Lift (arcane, divine, occult)** Slowly lift an unattended object of light Bulk or less 1 foot off the ground.
- **Make (arcane, divine, occult)** Create an object of negligible Bulk, made of congealed magical substance and temporary in nature. The object looks crude and artificial and is extremely fragile—it crumbles if put under too much strain and can't be used as a tool, weapon, or spell component.
- **Tidy (arcane, primal)** Color, clean, or soil an object of light or less Bulk. You can affect an object of 1 Bulk with 10 rounds of concentration or a larger object, such as a suit of armor, with 5 minutes of concentration.

*Prestidigitation* can't deal damage or cause adverse conditions. Any actual change to an object (beyond just moving, cleaning, coloring, or soiling it) persists only as long as you Concentrate on the Spell.

### **Read Aura**

You focus on the target object. When the casting is complete, you know whether or not that item is magical and, if it is, you learn the school of magic (see page 194).

If the object is illusory, you detect this only if the effect has a lower level than the level of your *read aura* spell.

**Heightened (3rd)** You can target up to 10 objects.

**Heightened (6th)** You can target any number of objects.

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### **Shocking Grasp**

On a hit, the target takes electricity damage equal to 1d12 plus your spellcasting ability modifier. If the target is wearing metal armor or is made of metal, you gain a +1 circumstance bonus to your attack roll with *shocking grasp* and the target takes 1d4 persistent electricity damage on a hit. On a critical hit, double the damage, but not the persistent damage.

**Heightened (+1)** The damage increases by 1d12 and the persistent electricity damage increases by 1.

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### **Spider Sting**

You deal 1d4 piercing damage to the touched creature and afflict it with spider venom, depending on its Fortitude save.

**Success** The target takes 1d4 poison damage.

**Critical Success** The target is unaffected.

**Failure** The target is afflicted with spider venom at stage 1.

**Critical Failure** The target is afflicted with spider venom at stage 2.

**Spider Venom (Poison)** Level 1; **Maximum** 4 rounds. **Stage 1** 1d4 poison damage and enfeebled 1 (1 round); **Stage 2** 1d4 poison damage and enfeebled 2 (1 round).