

## Viggo!

Player: Scott Gray

Male Goblin Rogue (Pirate) 1/Sorcerer (Wildblooded) 1 - CL2 - CR 1

Chaotic Neutral Humanoid (Goblinoid); Deity: **Zogmugot**;  
Age: 15; Height: 3' 3"; Weight: 37lb.

Ability	Score	Modifier	Temporary
<b>STR</b> STRENGTH	9	-1	
<b>DEX</b> DEXTERITY	16	+3	
<b>CON</b> CONSTITUTION	12	+1	
<b>INT</b> INTELLIGENCE	10	0	
<b>WIS</b> WISDOM	10	0	
<b>CHA</b> CHARISMA	12	+1	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> (CONSTITUTION)	+1 =		+1				
<b>REFLEX</b> (DEXTERITY)	+5 =	+2	+3				
<b>WILL</b> (WISDOM)	+2 =	+2					

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
<b>AC</b> 14 = 10			+3	+1				

Touch AC	Flat-Footed AC	BAB	Strength	Size	Misc
14	11				

CM Bonus	BAB	Strength	Size	Misc
-2 =	-	-1	-1	-

CM Defense	BAB	Strength	Dexterity	Size
11 = 10	-	-1	+3	-1

Base Attack	HP
+0	13

Initiative	Speed	Damage / Current HP
+3	30 ft	

### Dagger pistol

Ranged: +2, 1d4

Ranged, both hands: +2, 1d4

Ranged w/ offhand: -4, 1d4

Ranged w/ light off.: -2, 1d4

Ranged offhand: -8, 1d4

Crit: x3  
Rng: 10'  
1-hand, B/P



Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	+12	DEX (3)	2	
<b>Appraise</b>	+0	INT (0)	-	
<b>Bluff</b>	+5	CHA (1)	1	
<b>Climb</b>	+8	STR (-1)	2	
<b>Diplomacy</b>	+1	CHA (1)	-	
<b>Disguise</b>	+1	CHA (1)	-	
<b>Escape Artist</b>	+3	DEX (3)	-	
<b>Fly</b>	+5	DEX (3)	-	
<b>Heal</b>	+0	WIS (0)	-	
<b>Intimidate</b>	+1	CHA (1)	-	
<b>Linguistics</b>	+4	INT (0)	1	
<b>Perception</b>	+9	WIS (0)	2	
<b>Ride</b>	+3	DEX (3)	-	
<b>Sense Motive</b>	+0	WIS (0)	-	
<b>Stealth</b>	+14	DEX (3)	2	
<b>Survival</b>	+0	WIS (0)	-	
<b>Swim</b>	+5	STR (-1)	1	

### Feats

#### Armor Proficiency (Light)

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

#### Eschew Materials

Cast spells without materials, if component cost is 1 gp or less.

#### Rogue Weapon Proficiencies

You are proficient with the Hand Crossbow, Rapier, Sap, Shortbow and Shortsword.

#### Sea Legs

Gain +2 on Acrobatics, Climb, and Swim checks

#### Simple Weapon Proficiency - All

Proficient with all simple weapons.

#### Vandal

Even other goblins admire your talent for mindless destruction.

**Prerequisite:** Goblin, sneak attack class feature.

### Special Abilities

#### Darkvision (60 feet)

You can see in the dark (black and white vision only).

#### Serpent's Fang + Poison (1 CON) (4 rounds/day) (DC 11)

At 1st level, you can grow fangs as a free action. These fangs are treated as a natural weapon inflicting 1d4 points of damage plus your Strength modifier (1d3 if you are Small) plus poison (Bite—injury; save Fort DC 10 + 1/2 your sorcerer

#### Sneak Attack +1d6

If a character can catch an opponent when he is unable to defend himself effectively from her attack, she can strike a vital spot for extra damage.

## Gear

**Total Weight Carried: 1.2004/67.5lbs, Light Load  
(Light: 22.5 lbs, Medium: 45 lbs, Heavy: 67.5 lbs)**

Black powder x12	-
Dagger pistol	1 lb
Firearm bullet x12	0.0167 lbs
Money	-

## Experience & Wealth

Current Cash: **You have no money!**

## Buildings and Organizations

### Buildings

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### Organizations

## Tracked Resources

Black powder	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	<input type="checkbox"/> <input type="checkbox"/>
Firearm bullet	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	<input type="checkbox"/> <input type="checkbox"/>
Serpent's Fang + Poison (1 CON) (4 rounds/day) (DC 11) (Ex)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

## Languages

Common

Goblin

## Spells & Powers

**Sorcerer (Wildblooded) Spell DC: 11 + spell level**

CL: 1 (vs. SR: +1, Concentration: +2)

Melee Touch +0 Ranged Touch +4

Maximum Sorcerer (Wildblooded) spells known / per day:

**4/\*x0; 2/4x1**

Sorcerer (Wildblooded) 0: haunted fey aspect, sotto voce (DC 11), prestidigitation (DC 11), drench (DC 11)

Sorcerer (Wildblooded) 1: vanish, mud ball (DC 12)

## Viggo! – Abilities & Gear

### Eschew Materials **Feat**

You can cast many spells without needing to utilize minor material components.

**Benefit:** You can cast any spell with a material component costing 1 gp or less without needing that component. The casting of the spell still provokes attacks of opportunity as normal. If the spell requires a material component that costs more than 1 gp, you must have the material component on hand to cast the spell, as normal.

### Sea Legs **Feat**

You have a sailor's instincts for moving about while aboard seagoing vessels.

**Prerequisite:** Profession (sailor) 5 ranks.

**Benefit:** You gain a +2 bonus on Acrobatics, Climb, and Swim checks.

**Appears In:** Ultimate Combat

### Vandal **Feat**

Even other goblins admire your talent for mindless destruction.

**Prerequisite:** Goblin, sneak attack class feature.

**Benefit:** You treat unattended objects as if they were vulnerable to your sneak attack, but you only deal half as much damage as you would against an actual creature. For instance, if you rolled 12 extra damage from the sneak attack you would deal an extra 6 damage to the object. This only applies when attacking unattended objects.

**Appears In:** Goblins of Golarion

### Darkvision (60 feet) **Racial Ability, Senses (Goblin)**

You can see in the dark (black and white vision only).

### Serpent's Fang + Poison (1 CON) (4 round) **Class Ability (Sorcerer)**

At 1st level, you can grow fangs as a free action. These fangs are treated as a natural weapon inflicting 1d4 points of damage plus your Strength modifier (1d3 if you are Small) plus poison (Bite—injury; save Fort DC 10 + 1/2 your sorcerer level + your Constitution modifier; frequency 1/round for 6 rounds; effect 1 Con damage; cure 1 save). At 5th level, these fangs are considered magical for the purpose of overcoming DR and the poison damage increases to 1d2 Con. At 7th level, your poison requires 2 successful saves to cure. At 11th level, your poison damage increases to 1d4 Con. You can use your fangs for a number of rounds per day equal to 3 + your Charisma modifier.

At 20th level, you may use serpent's fang as often as desired, and you may choose to inflict damage to any ability score.

### Sneak Attack +1d6 **Class Ability (Rogue)**

If a character can catch an opponent when he is unable to defend himself effectively from her attack, she can strike a vital spot for extra damage.

The character's attack deals extra damage anytime her target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the character flanks her target. Should the character score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet.

With a weapon that deals nonlethal damage (like a sap, whip, or an unarmed strike), a character can make a sneak attack that deals nonlethal damage instead of lethal damage. She cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual –4 penalty.

The character must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A character cannot sneak attack while striking a creature with concealment.

## Viggo!, Sorcerer (Wildblooded) 1 – Spells

### Drench

### Sorcerer 0

**School:** Conjuration (Creation) [Water]  
**Components:** V, S  
**Casting Time:** 1 Action  
**Range:** Close (25 + 5 ft./2 levels)  
**Target:** one creature or object of size Large or smaller  
**Duration:** 1 round  
**Save:** DC 11 Object Reflex Negates  
**Resistance:** Object Yes

A sudden downpour soaks the target creature or object. The rain follows the subject up to the range of the spell, soaking the target with water. If the target is on fire, the flames are automatically extinguished. Fires smaller than campfires (such as lanterns and torches) are automatically extinguished by this spell.

**Appears In:** Ultimate Magic, Paizo Blog

### Haunted Fey Aspect

### Sorcerer 0

**School:** Illusion (Glamour)  
**Components:** S  
**Casting Time:** 1 Action  
**Range:** Personal  
**Target:** You  
**Duration:** 1 round/level (D)

You surround yourself with disturbing illusions, making you look and sound like a bizarre, insane fey creature. You gain DR 1/cold iron against a single opponent until the end of the spell, or until you take damage.

**Appears In:** Ultimate Combat

### Prestidigitation

### Sorcerer 0

**School:** Universal  
**Components:** V, S  
**Casting Time:** 1 Action  
**Range:** 10 ft.  
**Target:** See text  
**Effect:** See text  
**Area:** See text  
**Duration:** 1 hour  
**Save:** DC 11 See text  
**Resistance:** No

Prestidigitations are minor tricks that novice spellcasters use for practice. Once cast, a prestidigitation spell enables you to perform simple magical effects for 1 hour. The effects are minor and have severe limitations. A prestidigitation can slowly lift 1 pound of material. It can color, clean, or soil items in a 1-foot cube each round. It can chill, warm, or flavor 1 pound of nonliving material. It cannot deal damage or affect the concentration of spellcasters.

Prestidigitation can create small objects, but they look crude and artificial. The materials created by a prestidigitation spell are extremely fragile, and they cannot be used as tools, weapons, or spell components. Finally, prestidigitation lacks the power to duplicate any other spell effects. Any actual change to an object (beyond just moving, cleaning, or soiling it) persists only 1 hour.

### Sotto Voce

### Sorcerer 0

**School:** Necromancy [Fear, Mind-Affecting, Sonic]  
**Components:** V  
**Casting Time:** 1 Action  
**Range:** Close (25 + 5 ft./2 levels)  
**Duration:** 1+ Rounds  
**Save:** DC 11 Will Negates  
**Resistance:** Yes

Your dry, rasping whisper fills a living creature of 4 or fewer Hit Dice with unnatural dread. The affected creature must make a Will save or be shaken for 1 round.

**Appears In:** Faction Guide

### Mud Ball

### Sorcerer 1

**Racial Spell for Goblin**  
**School:** Conjuration [Earth]  
**Components:** V, S  
**Casting Time:** 1 Action  
**Range:** Close (25 ft. + 5 ft./2 levels)  
**Effect:** Single fist-sized blob of sticky mud  
**Duration:** Instantaneous  
**Save:** DC 12 Reflex negates; see text  
**Resistance:** No

When you cast this spell, you conjure a single ball of sticky mud and launch it at an enemy's face as a ranged touch attack. If the mudball hits, the target is blinded. Each round at the beginning of its turn, a creature blinded by this spell can attempt a Reflex saving throw to shake off the mud, ending the effect. The mudball can also be wiped off by the creature affected by it or by a creature adjacent to the creature affected by it as a standard action.

**Appears In:** Advanced Race Guide

### Vanish

### Sorcerer 1

**School:** Illusion (Glamour)  
**Components:** V, S (an eyelash encased in gum arabic)  
**Casting Time:** 1 Action  
**Range:** personal or touch  
**Target:** creature touched  
**Duration:** 1 round/level (up to 5 rounds) (D)  
**Save:** Will negates (harmless)  
**Resistance:** Yes (harmless)

This spell functions like *invisibility*, except the effect only lasts for 1 round per caster level (maximum of 5 rounds). Like *invisibility*, the spell immediately ends if the subject attacks any creature.

#### Invisibility

The creature or object touched becomes invisible. If the recipient is a creature carrying gear, that vanishes, too. If you cast the spell on someone else, neither you nor your allies can see the subject, unless you can normally see invisible things or you employ magic to do so.

Items dropped or put down by an invisible creature become visible; items picked up disappear if tucked into the clothing or pouches worn by the creature. Light, however, never becomes invisible, although a source of light can become so (thus, the effect is that of a light with no visible source). Any part of an item that the subject carries but that extends more than 10 feet from it becomes visible.

Of course, the subject is not magically silenced, and certain other conditions can render the recipient detectable (such as swimming in water or stepping in a puddle). If a check is required, a stationary invisible creature has a +40 bonus on its Stealth checks. This bonus is reduced to +20 if the creature is moving. The spell ends if the subject attacks any creature. For purposes of this spell, an attack includes any spell targeting a foe or whose area or effect includes a foe. Exactly who is a foe depends on the invisible character's perceptions. Actions directed at unattended objects do not break the spell. Causing harm indirectly is not an attack. Thus, an invisible being can open doors, talk, eat, climb stairs, summon monsters and have them attack, cut the ropes holding a rope bridge while enemies are on the bridge, remotely trigger traps, open a portcullis to release attack dogs, and so forth. If the subject attacks directly, however, it immediately becomes visible along with all its gear. Spells such as *bleed* that specifically affect allies but not foes are not attacks for this purpose, even when they include foes in their area.

*Invisibility* can be made permanent (on objects only) with a *permanency* spell.

**Appears In:** Advanced Player's Guide