

Name: Don Luis Maria Blakros y Tesla y Feérica

Level: 17 Sorcerer (Razmiran Priest) [Elemental Air Bloodline] 10 / Pathfinder Savant 7

Initiative: +4 **AC:** 14 (Touch 14, FF 10) **CMB:** +8 **CMD:** 22 [18 FL]

Languages: Aklo, Common, Gnome, Infernal, Sylvan, Tien

Day Job: Diplomacy Caravan

Fort: +13 [+7 vs writing-based magical traps] **Reflex:** +14 [+7 vs writing-based magical traps]

Will: +15 [+7 vs writing-based magical traps] **Performance Combat:** +13

BAB: +8/+3 **Speed:** 30' **Touch:** +8/+3 **Ranged Touch:** +12/+7

Str: +0	Acrobatics: +4 [Untrained]	Knowledge Arcana: +25 [002: at beginning of adventure, +4] [May take 10]	Perform (Sing): +124[Untrained]
Dex: +4	Appraise: +25	Knowledge Geography: +9 [002: at beginning of adventure, +4]	Ride: +4 [untrained]
Con: +3	Bluff: +18 [011: +2 Influence Mendev Crusaders] [+2 in Absalom 018] [Absalom Townhouse +2 vis Absalom residents]	Knowledge Local +9 [002: at beginning of adventure, +4]	Sense Motive: -1 [untrained] [+2 in Absalom 018] [Absalom Townhouse +2 vis Absalom residents]
Int: +5	Climb: +0 [untrained]	Knowledge Nature: +18 [002: at beginning of adventure, +4]	Spellcraft: +37 [May take 10] [May use to detect writing-based magical traps]
Wis: -1	Diplomacy: +31 [011: +2 Influence Mendev Crusaders] [+3 in Absalom 018] [+5 Chelish nobles 025] [+2 in Absalom 018] [Absalom Townhouse +2 vis Absalom residents]	Knowledge Nobles: +9 [002: at beginning of adventure, +4] [018] [+1 in Absalom 018]	Stealth: +4 [untrained]
Cha: +14 [011: +2 Influence Mendev Crusaders]	Disguise: +14 [untrained]	Knowledge Planes: +9 [002: at beginning of adventure, +4]	Survival: -1 [Wayfonder: +2 to avoid becoming lost] [Untrained]
	Escape Artist: +4 [untrained]	Knowledge Religion: +15 [002: at beginning of adventure, +4] [031: +2 Lissala]	Swim: +0 [untrained]
	Fly: +4 [untrained]	Perception: +19	Use Magic Device: +41 [+5 divine items] [May take 10 everything but blind activation]
	Heal: -1 [untrained]	Perform (Dance): +14 [Untrained]	
	Intimidate: +34 [008: +2 to demoralize Lissalans] [011: +2 Influence Mendev Crusaders] [+2 in Absalom 018] [+5 Chelish nobles 025] [+2 in Absalom 018] [Absalom Townhouse +2 vis Absalom residents]	Perform (Oratory): +18	

HP: 121 | Resist Electricity 20

Per scenario Abilities:

1 Reroll O

1 Diverse Training [002] O | Use a skill as trained +7 total [3+ GM stars]

1 Absalom Townhouse O +4 circumstance bonus Knowledge Local or Diplomacy vis Absalom

Per-day Abilities:

3 Quick Identification OOO

3 Lesser Extend Metamagic Rod OOO

3 Lesser Merciful Metamagic Rod OOO

3 Sorcerer's Robe OOO

3 Silence Master OOO

6 Analyze Dweomer (per round) OOOOO O

14 Elemental Ray: OOOOO OOOOO OOOO

4x3 Lesser Maximize Metamagic Rod OOO OOO OOO OOO

Sorcerer CL: 16 DC: 21+spell level Concentration: +27 (+5 Cast Defensively = 32 = 9th level spells free)

X Sorcerer level 0 spells (DC 21):

detect magic, haunted fey aspect, light, mage hand, mending, **message (1 lvl higher)** (15, 145m), prestidigitation, read magic, scrivener's chant

8 Sorcerer level 1 spells (DC 22): OOOOO OOO

burning hands, **mage armor** (+4/0/4, 16h), snowball (1 level higher, metamagics cost 1 less, DC +1), sure casting, true strike, **unseen servant** (16h), vanish

8 Sorcerer Level 2 spells (DC 23): OOOOO OOO

aid, create treasure map, **false life** (1d10+10, 16h), flaming sphere, glitterdust (DC +1), invisibility, mirror image, darkvision from scroll-book [DC 11]: Air Bubble, Ant Haul, Bless, Bless Water, Detect Evil, Divine Favor, **Endure Elements** (24h), Faerie Fire, **Heightened Awareness** (+2/4 160m), Monkey Fish, Murderous Command, Restore Corpse, Sanctuary, Shield of Faith, Touch of the Sea, Unbreakable Heart

8 Sorcerer Level 3 spells (DC 24): OOOOO OOO

darkvision communal (960m/targets), dispel magic [heal points equal to opponent caster level for successful targeted dispel or counterspell], fireball, fly, haste, protection from energy, remove disease, stinking cloud, vampiric touch from scroll-book [DC 13]: Align Weapon, Augury, **Barkskin** (+5/0/5, 160m), Conditional Favor, Consecrate, Cure Moderate Wounds, Enthrall, Locate Object, Make Whole, Masterwork Transformation, Peacemaker's Parley, Restoration Lesser, Share Language, Suppress Charms and Compulsions

8 Sorcerer Level 4 spells (DC 25): OOOOO OOO

charm monster, confusion, death ward, dimension door, elemental body i, enervation, invisibility greater from scroll-book [DC 14]: Animate Dead [10 hit dice], Call Lightning, Continual Flame, Create Food and Water, Cure Serious Wounds, **Daylight** (160m), Dispel Magic, Glyph of Warding, Helping Hand, **Magic Circle Against Chaos** (160m), **Magic Circle Against Evil** (160m), **Magic Circle Against Good** (160m), **Magic Circle Against Law** (160m), Nap Stack, Neutralize Poison, Quench, Remove Blindness/Deafness, Remove Curse, **Resist Energy Communal** (30, 160m/targets), **Share Language Communal** (24h/targets), **Spite** (16h), **Thaumaturgic Circle** (160m), **Water Breathing** (32h/users)

8 Sorcerer Level 5 spells (DC 26): OOOOO OOO

baleful polymorph, overland flight, slay living, **stoneskin communal** (150, 160m/targets), telekinesis from scroll-book [DC 16]: Air Walk, Death Ward, Dimensional Anchor, Divination, Flaming Sphere Greater, **Freedom of Movement** (160m), Holy Smite, Kiss of the First World, **Protection from Energy Communal** (120, 160m/targets), Restoration, Sending, **Tongues** (160m)

7 Sorcerer Level 6 spells (DC 27): OOOOO OO

acid fog, breath of life, greater dispel magic [heal points equal to opponent caster level for successful targeted dispel or counterspell], flesh to stone, overwhelming presence, summon monster vi from scroll-book [DC 17]: **Air Walk Communal** (140m/targets), Break Enchantment, Call Lightning Storm, Commune, Cure Light Wounds Mass, Pillar of Life, Plane Shift, Raise Dead, Stoneskin, **Tree Stride** (16h), True Seeing

6 Sorcerer Level 7 spells (DC 28): OOOOO O

destruction, heal, teleport greater, waves of exhaustion from scroll-book [DC 19]: Banishment, Create Undead [+1100gp component], Cure Moderate Wounds Mass, Dispel Magic Greater, **Liveoak** (16d), Undeath to Death, Wall of Stone, Word of Recall

4 Sorcerer Level 8 spells (DC 29): OOOO

polymorph any object from scroll-book [DC 22]: Control Weather, Resurrection, Greater Restoration

Wands and Scrolls and Single-Use Items:

Magnimaran Debt O [008] | reduce cost raise, ressurect, etc
Mythic Legacy O [010] | Gain mythic use 1 feat once
Fair Trade O [011] | Trade items cheap
Use Horn of Aroden O [013]
Echoing Paradox O [023] Aid another self . . .
Aegis of Recovery O – 2d8+6 [002]
Antitoxin O
Elixir of Darksight O
Scroll [DC 11] Ant Haul
Scroll [DC 11] Bless Water [+25 gp component], Air Bubble, Ant Haul, Bless, Detect Evil, Endure Elements, Divine Scroll Favor, Murderous Command, Restore Corpse, Sanctuary, Shield of Faith, Touch of the Sea, Unbreakable Heart
Scroll [DC 11] Faerie Fire, Heightened Awareness, Monkey Fish
Scroll [DC 13] Masterwork Transformation [+300 gp component], Augury [+25 gp component], Consecrate [+25 gp component], Barkskin, Cure Moderate Wounds, Enthral, Locate Object, Make Whole, Lesser Restoration, Suppress Charms and Compulsions
Scroll [DC 13] Align Weapon, Conditional Favor, Peacemaker's Parley, Share Language
Scroll [DC 14] Animate Dead [+250 gp component], Spite [+250 gp component], Glyph of Warding [+200 gp component], Nap Stack [+100 gp component], Continual Flame [+50 gp component], Death Ward, Dispel Magic, Create Food and Water, Cure Serious Wounds, Daylight, Helping Hand, Neutralize Poison, Quench, Remove Blindness/Deafness, Water Breathing
Scroll [DC 14] Magic Circle Against Chaos, Magic Circle Against Evil, Magic Circle Against Good, Magic Circle Against Law, Remove Curse, Resist Energy Communal, Share Language Communal, Thaumaturgic Circle
Scroll [DC 14] Call Lightning
Scroll [DC 16] of Air Walk, Divination [+25 gp component], Freedom of Movement, Holy Smite, Kiss of the First World, Restoration [+1000 gp component], Tongues
Scroll [DC 16] of Dimensional Anchor, Protection from Energy Communal
Scroll [DC 16] Flaming Sphere Greater
Scroll [DC 16] Sending
Scroll [DC 17] Breath of Life, Commune [+525 gp component], Cure Light Wounds Mass, Plane Shift, Raise Dead [+5000 gp component]
Scroll [DC 17] Air Walk Communal, Break Enchantment
Scroll [DC 17] Call Lightning Storm, Pillar of Life, Stoneskin [+250 gp component], Tree Stride, True Seeing [+250 gp component]
Scroll [DC 19] Banishment, Black Tentacles Greater, Create Undead [+1100gp component], Cure Moderate Wounds Mass, Dispel Magic Greater, Liveoak, Undeath to Death, Word of Recall
Scroll [DC 20] Control Weather, Ressurrection [+10000gp component], Greater Restoration [+5000gp component]
Cure Light Wounds Wand: [50]
Cure Light Wounds Wand: [37]
Gaseous Form Wand: [6]
Lesser Restoration Wand: [7]
Protection from Evil Wand: [4]
Shield Wand: [31]

Always on:

Ignore any material component cost up to 100gp or the value of divine focus (whichever is lower)

Electricity Resistance 20

Comprehend Languages (reading: spectacles of understanding)

Can always take 10 on Spellcraft 47, Knowledge Arcana 35, and UMD 51/56 (except when activating blindly)

Glyph Finding: Can use Spellcraft to find writing-based magical traps (including glyphs, runes, sigils, and symbols) in the same way a rogue can use Perception to search for traps.

Ring of Feather Falling

-1 penalty on the attack rolls, damage rolls, skill checks, and saving throws of all Aspis Consortium agents and hirelings she encounters (this penalty is not cumulative with other copies of the boon). (039)

Immediate Action:**Free actions:**

Turn any spell energy type into electricity

Razmiran Channel: Spend a spell slot to attempt to UMD a divine spell completion or spell trigger item without expending the item or charge, using one's own spell slot one level higher. Pathfinder Savant: Cast at own caster level

Combine elemental ray (1d6+5 electricity) with any spell with use of Sorcerer's Robe.

Swift actions:

Quick Identification – cast Identify spell as a quick action

"Quicken Spell" (+4) metamagic feat to any spell being cast, casting spell.

Move actions:

Swap one rod in hand for another rod in the scabbard of many blades, if rod never left hand

Retrieve a scroll or other item from the handy haversack

Standard actions:

UMD +41 (+46 for Divine items) Take 10: 51/56

Cast Snowball with "Reach Spell" (+1) "Intensify Spell" (+1) "Piercing Spell" (+1) "Empower Spell" (+2) "Persistent spell" (+2) and/or "Quicken Spell" (+4) metamagic feats applied as if the spell were a 0 level spell to begin with, at caster level 1 higher

Apply any or all the "Reach Spell" (+1) "Intensify Spell" (+1) "Piercing Spell" (+1) "Selective Spell" (+1) "Empower Spell" (+2) and/or Persistent Spell (+2) metamagic feats to Snowball or Fireball.

Ready a counterspell with either "Dispel Magic" or "Greater Dispel Magic"

Full Round actions: Apply any or all the "Reach Spell" (+1) "Intensify Spell" (+1) "Selective Spell" (+1) "Empower Spell" (+2) and/or "Persistent Spell" (+2)

POA forms:

Permanent:

Drow [Alter Self]: +2 Strength; Darkvision, Low Light Vision

Half-Orc, Orc [Alter Self}: +2 Strength; Darkvision

Jackalwere [Beast Shape IV]: +4 Strength; +4 natural armor; AC +4 (+0, +4); +2 CMP; +2 (+2 fl) CMD; Darkvision; Scent; Bite (+10, 1d6+3)

7 days:

Zoog [Beast Shape IV]: Tiny Magical Beast, -2 str +8 dex +4 natural armor +3 size bonus to AC. +8 climb, may take 10. AC +11 (+7, +7); +6 CMB ; +1 (-3 fl) CDM ; Initiative +4; Reflex +4; Darkvision, Scent; 30' Climb speed; Bite Claw/Claw +9 B/P/S 1d3-1, +9/+9 1d2-1/id2-1 B/S, +6 ranged touch, +1 touch.

Juvenile Copper Dragon [Form of the Dragon I]; Medium Dragon; +4 Str; +2 Con; +4 Natural AC; Energy Resist Acid 20; Darkvision; 40' move; Fly 60' (Poor); Breath Weapon 60' line 8D6 Acid DC 19; Bite Claw/Claw +10 B/P/S 1d8+3, +10/+10 B/S 1d6+2/1d6+2