

# Dusty (Prince)

CHARACTER NAME

Sorcerer 6

CLASS

6

Character Level

15833 / 23000

EXP / NEXT LEVEL

# Len

PLAYER NAME

Halfling

RACE

24

AGE

Small

SIZE

Male

GENDER

DEITY

3' 2"

HEIGHT

EYES

None

REGION

36 lbs.

WEIGHT

HAIR

Neutral Good

ALIGNMENT

Normal

VISION

POINTS

ABILITY NAME	ABILITY SCORE	EQUIPPED SCORE	ABILITY MODIFIER	ABILITY DAMAGE	PENALTY
<b>STR</b> Strength	8		-1		
<b>DEX</b> Dexterity	17		+3		
<b>CON</b> Constitution	11	13	+1		
<b>INT</b> Intelligence	15		+2		
<b>WIS</b> Wisdom	13		+1		
<b>CHA</b> Charisma	19		+4		

HP	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
29				Walk 20 ft.
<b>AC</b> armor class	14	11	14	10
	TOTAL	FLAT	TOUCH	BASE
				ARMOR BONUS
				SHIELD BONUS
				STAT
				SIZE
				NATURAL ARMOR
				DEFLECTION
				DODGE
				MISC
				MISC CHANCE
				ARCANE SPELL FAILURE
				ARMOR CHECK PENALTY
				SPELL RESIST

INITIATIVE	TOTAL	DEX MODIFIER	MISC MODIFIER
+3	+3	+0	

BASE ATTACK	bonus
+3	

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	Conditional Modifiers +2 vs. fear
<b>FORTITUDE</b> (constitution)	+5	+2	+1	+1	+1	+0		
<b>REFLEX</b> (dexterity)	+7	+2	+3	+1	+1	+0		
<b>WILL</b> (wisdom)	+8	+5	+1	+1	+1	+0		

TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
<b>MELEE</b> attack bonus	+3	+3	-1	+1	+0	+0
<b>RANGED</b> attack bonus	+7	+3	+3	+1	+0	+0
<b>CMB</b> attack bonus	+1	+3	-1	+0	-1	

	GRAPPLE	TRIP	DISARM	SUNDER	BULL RUSH	OVERRRUN
<b>Offense</b>	+1	+1	+1	+1	+1	+1
<b>Defense</b>	14	14	14	14	14	14

*Dagger (Alchemical Silver)		HAND	TYPE	SIZE	CRITICAL	REACH
		Primary	PS	M	19-20/x2	5 ft.
	To Hit	Dam	To Hit	Dam		
1H-P	+1	1d4-2	2W-P-(OH)	-5	1d4-2	
1H-O	-3	1d4-2	2W-P-(OL)	-3	1d4-2	
2H	+1	1d4-2	2W-OH	-9	1d4-2	
	10 ft.	20 ft.	30 ft.	40 ft.	50 ft.	
TH	+5	+3	+1	-1	-3	
Dam	1d4-2	1d4-2	1d4-2	1d4-2	1d4-2	
<b>Special Properties</b>	10 hp/inch, hardness 8					

Sling		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	B	M	20/x2	5 ft.
	30 ft.	50 ft.	100 ft.	150 ft.	200 ft.	
TH	+5	+5	+3	+1	-1	
Dam	1d4-1	1d4-1	1d4-1	1d4-1	1d4-1	
<b>Special Properties</b>						

\*: weapon is equipped

1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE

TOTAL SKILLPOINTS: 24		SKILLS			
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS: 6/6
✓ Acrobatics	DEX	5	=	3	+ 2
✓ Acrobatics (Jump)	DEX	1	=	3	+ -2
✓ Appraise	INT	2	=	2	
✓ Bluff	CHA	12	=	4 + 5 + 3	
✓ Climb	STR	1	=	-1	+ 2
✓ Craft (Untrained)	INT	2	=	2	
✓ Diplomacy	CHA	14	=	4 + 6 + 4	
✓ Disguise	CHA	4	=	4	
✓ Escape Artist	DEX	3	=	3	
✓ Fly	DEX	5	=	3	+ 2
✓ Heal	WIS	1	=	1	
✓ Intimidate	CHA	13	=	4 + 6 + 3	
Knowledge (Arcana)	INT	10	=	2 + 5 + 3	
✓ Perception	WIS	3	=	1	+ 2
Perform (Percussion Instruments)	CHA	5	=	4 + 1	
✓ Perform (Untrained)	CHA	4	=	4	
✓ Ride	DEX	3	=	3	
✓ Sense Motive	WIS	1	=	1	
Spellcraft	INT	11	=	2 + 6 + 3	
✓ Stealth	DEX	7	=	3	+ 4
✓ Survival	WIS	1	=	1	
✓ Swim	STR	-1	=	-1	
			=	+	+
			=	+	+

✓: can be used untrained. X: exclusive skills. \*: Skill Mastery.

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
<b>Belt of Mighty Constitution +2</b>	Equipped	1	1.0	4000.0
<b>Cloak of Resistance +1</b>	Equipped	1	1.0	1000.0
Dagger (Alchemical Silver) 10 hp/inch, hardness 8	Equipped	1	1.0	22.0
<b>Handy Haversack</b> 42.1 lbs., 1 Bag of Air, 1 Inkpen, 1 Masterwork Musical Instrument (Drums) Silver with Jade, 1 Mirror (Small/Steel), 6 Oil (1 Pint Flask), 1 Potion of Cure Light Wounds, 1 Potion of Gaseous Form, 2 Rations (Trail/Per Day), 1 Rope (Silk/50 ft.), 1 Scroll (Charm Person), 1 Scroll (Comprehend Languages), 10 Bullet, Sling, 1 Scroll (Detect Secret Doors), 1 Scroll (Erase), 1 Scroll (Fog Cloud), 1 Scroll (Minor Image), 2 Scroll (Sleep), 1 Scroll (Unseen Servant), 1 Scroll (Ventriloquism), 1 Sling, 1 Thunderstone, 4 Bullet (Sling/Alchemical Silver), 10 Torch, 1 Waterskin (Filled), 1 Cape of the Mountebank, 10 Candle, 1 Chalk (1 Piece), 1 Flask (Empty), 1 Ink (1 oz. Vial), 1 Flint and Steel	Equipped	1	5.0	2000.0
Outfit (Traveler's/Small)	Equipped	1	1.25	0.0
<b>Bag of Air</b> Produces Gust of Wind (CL 5). Usable 2 per day.	Handy Haversack	1	1.0	0.0
Bullet, Sling □□□□□ □□□□□	Handy Haversack	10	0.5 (5.0)	0.01 (0.1)
Bullet (Sling/Alchemical Silver) 10 hp/inch, hardness 8 □□□□	Handy Haversack	4	0.5 (2.0)	2.01 (8.04)
Candle Increases light level (5') for 1 hr. Duration: 1 hr., Increases light level by one step: 5 ft. □□□□□ □□□□□	Handy Haversack	10	0.0 (0.0)	0.01 (0.1)
<b>Cape of the Mountebank</b>	Handy Haversack	1	1.0	10080.0
Chalk (1 Piece)	Handy Haversack	1	0.0	0.01
Flask (Empty) 0 lbs.	Handy Haversack	1	1.5	0.03
Flint and Steel	Handy Haversack	1	0.0	1.0
<b>Gloves of Arrow Snaring</b> □□	Equipped	1	0.02	4000.0
Ink (1 oz. Vial)	Handy Haversack	1	0.0	8.0
Inkpen	Handy Haversack	1	0.0	0.1
Masterwork Musical Instrument (Drums) Silver with Jade (Masterwork Musical Instrument (Drums))	Handy Haversack	1	3.0	100.0
Mirror (Small/Steel)	Handy Haversack	1	0.5	10.0
Oil (1 Pint Flask) □□□□□ □	Handy Haversack	6	1.0 (6.0)	0.1 (0.6)
<b>Potion of Cure Light Wounds</b> Cures 1d8+1 points of damage □	Handy Haversack	1	0.0	50.0
<b>Potion of Gaseous Form</b> Become insubstantial for 10 minutes □	Handy Haversack	1	0.0	750.0
Rations (Trail/Per Day) □□	Handy Haversack	2	1.0 (2.0)	0.5 (1.0)
Rope (Silk/50 ft.) 4 hp, DC 24 Strength check to burst	Handy Haversack	1	5.0	10.0
<b>Scroll (Charm Person)</b> □	Handy Haversack	1	0.01	25.0
<b>Scroll (Comprehend Languages)</b> □	Handy Haversack	1	0.01	25.0
<b>Scroll (Detect Secret Doors)</b> □	Handy Haversack	1	0.01	25.0
<b>Scroll (Erase)</b> □	Handy Haversack	1	0.01	25.0
<b>Scroll (Fog Cloud)</b> □	Handy Haversack	1	0.01	150.0
<b>Scroll (Minor Image)</b> □	Handy Haversack	1	0.01	150.0
<b>Scroll (Sleep)</b> □	Handy Haversack	2	0.01	25.0
TOTAL WEIGHT CARRIED/VALUE			8.02 lbs.	22572.08 gp

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
□□	Haversack		(0.02)	(50.0)
<b>Scroll (Unseen Servant)</b>	Handy Haversack	1	0.01	25.0
□				
<b>Scroll (Ventriloquism)</b>	Handy Haversack	1	0.01	25.0
□				
Sling 0 lbs.	Handy Haversack	1	0.0	0.0
Thunderstone	Handy Haversack	1	1.0	30.0
□				
Torch Bright Illumination: 20 ft., Duration: 1 hr., Shadowy Illumination: 40 ft.	Handy Haversack	10	1.0 (10.0)	0.01 (0.1)
□□□□□ □□□□□				
Waterskin (Filled)	Handy Haversack	1	4.0	1.0
TOTAL WEIGHT CARRIED/VALUE			8.02 lbs.	22572.08 gp

WEIGHT ALLOWANCE		
Light	20	Medium 40
Lift over head	60	Heavy 60
		Push / Drag 300

LANGUAGES	
Common, Elven, Goblin, Halfling	

Traits	
<b>Ease of Faith</b>	[PFAPG, p.328]
Your mentor, the person who invested your faith in you from an early age, took steps to ensure that you understood that what powers your divine magic is no different than that which powers the magic of other religions.	
<b>Focused Mind</b>	[PFAPG, p.329]
Your childhood was either dominated by lessons of some sort (be they musical or academic) or by a horrible home life that encouraged your ability to block out distractions to focus on the immediate task at hand.	

Special Qualities	
<b>Bloodline Arcana</b>	[PFCR, p.74]
Whenever you cast a spell with a range of "personal," you gain a luck bonus equal to the spell's level on all your saving throws for 1 round.	
<b>Cantrips</b>	[PFCR, p.71]
You learn a number of cantrips, or 0-level spells. These spells are cast like any other spells, but they do not consume any slots and may be used again.	
<b>Destined Bloodline</b>	[PFCR, p.74]
Your family is destined for greatness in some way.	
<b>Fated (Su)</b>	[PFCR, p.74]
You gain a +1 luck bonus on all of your saving throws and to your AC during surprise rounds or if you are otherwise unaware of the attack.	
<b>Fearless (Ex)</b>	[PFCR, p.26]
Halfings receive a +2 racial bonus on saving throws against fear. This bonus stacks with the bonus granted by Halfling Luck.	
<b>Halfling Luck (Ex)</b>	[PFCR, p.26]
Halfings receive a +1 racial bonus on all saving throws.	
<b>Keen Senses (Ex)</b>	[PFCR, p.26]
Halfings receive a +2 bonus on Perception skill checks.	
<b>Sure-Footed (Ex)</b>	[PFCR, p.26]
Halfings receive a +2 racial bonus on Acrobatics and Climb skill checks.	
<b>Touch of Destiny (Su)</b>	[PFCR, p.74]
You can touch a creature as a standard action to give it a bonus to a single attack roll, skill check, ability check, or saving throw.	
<b>Weapon Familiarity (Ex)</b>	[PFCR, p.26]
Halfings are proficient with slings and treat any weapon with the word "halfling" in its name as a martial weapon.	

Feats	
<b>Augment Summoning</b>	[PFCR, p.118]
Your summoned creatures are more powerful and robust than most.	
<b>Empower Spell</b>	[PFCR, p.122]
You can increase the power of your spells, causing them to deal more damage.	
<b>Spell Focus (Conjuration)</b>	[PFCR, p.134]
Any spells you cast of your chosen school of magic are more difficult to resist.	
<b>Simple Weapon Proficiency</b>	[PFCR, p.133]
You are trained in the use of basic weapons.	
<b>Eschew Materials (Granted)</b>	[PFCR, p.123]
You can cast many spells without needing to utilize minor material components.	

## PROFICIENCIES

Bayonet, Blowgun, Cestus, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Gaff, Gauntlet, Gauntlet (Spiked), Grapple, Javelin, Longspear, Mace (Heavy), Mace (Light), Morningstar, Quarterstaff, Rock, Shortspear, Sickle, Sling, Spear, Spear (Boar), Spells (Ray), Spells (Touch), Stake, Unarmed Strike

## TEMPLATES

# Sorcerer Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
KNOWN	7	5	3	1	—	—	—	—	—	—
PER DAY	at will	7	6	4	—	—	—	—	—	—
Concentration	+12									

## LEVEL 0

Name	Save Information	Time	Duration	Range	Comp.	Source
□□□□ Acid Splash <i>School:</i> Conjuration (Creation) [Acid] <i>Effect:</i> You fire a small orb of acid at the target dealing 1d3 points of acid damage.	SR: No	1 standard action	Instantaneous	Close (40 ft.)	V, S	PFCR: p.239 Caster Level: 6 Concentration: +12
□□□□ Detect Magic <i>School:</i> Divination <i>Effect:</i> You detect magical auras.	SR: No	1 standard action	Concentration, up to 6 minutes [D]	60 ft.	V, S	PFCR: p.267 Caster Level: 6 Concentration: +12
□□□□ Detect Poison <i>School:</i> Divination <i>Effect:</i> You determine whether a creature, object, or area has been poisoned or is poisonous.	SR: No	1 standard action	Instantaneous	Close (40 ft.)	V, S	PFCR: p.268 Caster Level: 6 Concentration: +12
□□□□ Disrupt Undead <i>School:</i> Necromancy <i>Effect:</i> You direct a ray of positive energy dealing 1d6 points of damage to Undead.	SR: Yes	1 standard action	Instantaneous	Close (40 ft.)	V, S	PFCR: p.273 Caster Level: 6 Concentration: +12
□□□□ Light <i>School:</i> Evocation [Light] <i>Effect:</i> This spell causes a touched object to glow like a torch.	SR: No	1 standard action	60 minutes	Touch	V, M/DF	PFCR: p.304 Caster Level: 6 Concentration: +12
□□□□ Mage Hand <i>School:</i> Transmutation <i>Effect:</i> You point your finger at an object and can lift it and move it at will from a distance.	SR: No	1 standard action	Concentration	Close (40 ft.)	V, S	PFCR: p.306 Caster Level: 6 Concentration: +12
□□□□ Read Magic <i>School:</i> Divination <i>Effect:</i> You can decipher magical inscriptions on objects--books, scrolls, weapons, and the like--that would otherwise be unintelligible.	SR:	1 standard action	60 minutes	Personal	V, S, F	PFCR: p.330 Caster Level: 6 Concentration: +12

## LEVEL 1

Name	Save Information	Time	Duration	Range	Comp.	Source
□□□□ Alarm <i>School:</i> Abjuration <i>Effect:</i> Alarm creates a subtle ward on an area you select.	SR: No	1 standard action	12 hours [D]	Close (40 ft.)	V, S, F/DF	PFCR: p.240 Caster Level: 6 Concentration: +12
□□□□ Burning Hands <i>School:</i> Evocation [Fire] <i>Effect:</i> A cone of searing flame shoots from your fingertips dealing 5d4 points of fire damage to any creature in the effect area.	DC: 15, Reflex half SR: Yes	1 standard action	Instantaneous	15 ft.	V, S	PFCR: p.251 Caster Level: 6 Concentration: +12
□□□□ Comprehend Languages <i>School:</i> Divination <i>Effect:</i> You can understand the spoken words of creatures or read otherwise incomprehensible written messages.	SR:	1 standard action	60 minutes	Personal	V, S, M/DF	PFCR: p.258 Caster Level: 6 Concentration: +12
□□□□ Magic Missile <i>School:</i> Evocation [Force] <i>Effect:</i> A missile of magical energy darts forth from your fingertip and strikes its target, dealing 1d4+1 points of force damage.	SR: Yes	1 standard action	Instantaneous	Medium (160 ft.)	V, S	PFCR: p.309 Caster Level: 6 Concentration: +12
□□□□ Vanish <i>School:</i> Illusion (Glamer) <i>Effect:</i> This spell functions like invisibility. Like invisibility, the spell immediately ends if the subject attacks any creature.	DC: 15, Will negates (harmless) SR: Yes (harmless)	1 standard action	6 rounds [up to 5 rounds] [D]	Touch	V, S	PFAPG: p.253 Caster Level: 6 Concentration: +12

## LEVEL 2

Name	Save Information	Time	Duration	Range	Comp.	Source
□□□□ Blur <i>School:</i> Illusion (Glamer) <i>Effect:</i> The subject's outline appears blurred, shifting, and wavering granting the subject concealment [20% miss chance].	DC: 16, Will negates (harmless) SR: Yes (harmless)	1 standard action	6 minutes [D]	Touch	V	PFCR: p.251 Caster Level: 6 Concentration: +12
□□□□ Summon Monster II <i>School:</i> Conjuration (Summoning) <i>Effect:</i> This spell functions like summon monster I, except that you can summon one creature from the 2nd-level list or 1d3 creatures of the same kind from the 1st-level list.	SR: No	1 round	6 rounds [D]	Close (40 ft.)	V, S, F/DF	PFCR: p.352 Caster Level: 6 Concentration: +12
□□□□ Web <i>School:</i> Conjuration (Creation) <i>Effect:</i> Web creates a many-layered mass of strong, sticky strands. These strands trap those caught in them.	DC: 17, Reflex negates; see text SR: No	1 standard action	60 minutes [D]	Medium (160 ft.)	V, S, M	PFCR: p.368 Caster Level: 6 Concentration: +12

## LEVEL 3

Name	Save Information	Time	Duration	Range	Comp.	Source
□□□□ Summon Monster III <i>School:</i> Conjuration (Summoning) <i>Effect:</i> This spell functions like summon monster I, except that you can summon one creature from the 3rd-level list, 1d3 creatures of the same kind from the 2nd-level list, or 1d4+1 creatures of the same kind from the 1st-level list.	SR: No	1 round	6 rounds [D]	Close (40 ft.)	V, S, F/DF	PFCR: p.352 Caster Level: 6 Concentration: +12

\* =Domain/Specialty Spell

# Dusty (Prince)

Halfling

RACE

24

AGE

Male

GENDER

VISION

Neutral Good

ALIGNMENT

Right

DOMINANT HAND

3' 2"

HEIGHT

36 lbs.

WEIGHT

EYE COLOUR

SKIN COLOUR

HAIR

PHOBIAS

PERSONALITY TRAITS

INTERESTS

SPOKEN STYLE

RESIDENCE

LOCATION

None

REGION

## Description:

Narkle the tailor - thief

Summon Monster I - Dire Rat, Dog, Dolpin, Eagle, Fire Beetle, Poisonous Frog, Pony, Viper.

Celestial Dog: 1d4+1 Smite Evil HD +1 (+2)

Celestial Eagle: Bite 1d4, 2 Talons 1d4, Smite Evil HD+1 (+2) AT +3, AC 15, HP: 8

## Biography:

Raised in the orphanage in Callimar.

Thug is friend

## Notes:

### Character Sheet Notes:

#### Hidden:

#Character Sheet Plugin Properties

#Sun Nov 27 19:53:12 CST 2011

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