

Desdemona



Player: Erica

Female half-elf sorcerer 3 - CR 2

Chaotic Good Humanoid (Elf, Human); Deity: **Triia**; Age: **24**;
Height: **5' 9"**; Weight: **135lb.**; Eyes: **Black**; Hair: **Black**;
Skin: **White**

Ability	Score	Modifier	Temporary
STR STRENGTH	11	0	
DEX DEXTERITY	14	+2	
CON CONSTITUTION	12	+1	
INT INTELLIGENCE	14	+2	
WIS WISDOM	12	+1	
CHA CHARISMA	18	+4	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+2 =	+1	+1				
	Elven Immunities: +2 vs. enchantments						
REFLEX (DEXTERITY)	+3 =	+1	+2				
	Elven Immunities: +2 vs. enchantments						
WILL (WISDOM)	+4 =	+3	+1				
	Elven Immunities: +2 vs. enchantments						

Elven Immunities	Energy Resistance, Cold (5)
Elven Immunities - Sleep	

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 14 =			+2		+1	+1		

Touch AC	Flat-Footed AC	BAB	Strength	Size	Misc
13	12				

CM Bonus	BAB	Strength	Dexterity	Size
+1 =	+1	+0	-	-

CM Defense	BAB	Strength	Dexterity	Size
14 = 10	+1	+0	+2	-

Base Attack	HP
+1	24

Initiative	Damage / Current HP
+2	

Speed
30 ft

Morningstar

Main hand: **+1, 1d8**

Both hands: **+1, 1d8**

Main w/ offhand: **-5, 1d8**

Main w/ light off.: **-3, 1d8**

Offhand: **-9, 1d8**

Crit: **x2**
1-hand, B/P

Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+2	DEX (2)	-	
Appraise	+6	INT (2)	1	
Bluff	+8	CHA (4)	1	
Climb	+0	STR (0)	-	
Diplomacy	+4	CHA (4)	-	
Disguise	+4	CHA (4)	-	
Escape Artist	+2	DEX (2)	-	
Fly	+6	DEX (2)	1	
Heal	+1	WIS (1)	-	
Intimidate	+8	CHA (4)	1	
Knowledge (arcana)	+6	INT (2)	1	
Perception	+3	WIS (1)	-	
Ride	+2	DEX (2)	-	
Sense Motive	+1	WIS (1)	-	
Spellcraft	+8	INT (2)	3	
Stealth	+6	DEX (2)	1	
Survival	+1	WIS (1)	-	
Swim	+0	STR (0)	-	
Use Magic Device	+13	CHA (4)	3	

Feats

Bouncing Spell

You can cast a spell that can be redirected if it has no effect on its first target.

Ectoplasmic Spell

You can cast a spell that has full effect against incorporeal or ethereal creatures.

Eschew Materials

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

Simple Weapon Proficiency - All

Proficient with all simple weapons.

Skill Focus (Use Magic Device)

You get a +3 bonus on all checks involving the chosen skill.

Special Abilities

Bloodline Arcana: Ghoul

Whenever you cast a spell of the necromancy school that deals hit point damage, you are healed of 1 hit point per spell level.

Elf Blood

Half-elves count as both elves and humans for any effect related to race.

Ghoul

Your connection to the hungering undead shapes your magic.

Ghoulish Claws (7 rounds/day) (Su)

Starting at 1st level, you can grow claws as a free action. These claws are treated as natural weapons, allowing you to **make two claw attacks** as a full attack using your full base attack bonus. Each of these attacks **deals 1d4 points**

Low-Light Vision

A creature with low-light vision can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of dim light. It retains the ability to distinguish color and detail under these conditions.

Unarmed strike

Main hand: **+1, 1d3 nonlethal** Crit: ×2
 Main w/ offhand: **-5, 1d3 nonlethal** Light, B, Nonlethal
 Main w/ light off.: **-3, 1d3 nonlethal**
 Offhand: **-7, 1d3 nonlethal**

Gear

Total Weight Carried: 38/115 lbs, Encumbrance Ignored

(Light: 38 lbs, Medium: 76 lbs, Heavy: 115 lbs)

Artisan's outfit (Free)	-
Backpack (empty)	2 lbs
Bedroll	5 lbs
Belt pouch (empty)	0.5 lbs
Flint and steel	-
Mess kit	1 lb
Morningstar	6 lbs
Pot	4 lbs
Ring of protection +1	-
Soap	0.5 lbs
Torch x10	1 lb
Trail rations x5	1 lb
Wand of summon monster I	-
Waterskin	4 lbs

Tracked Resources

Ghoulish Claws (7 rounds/day) (Su)

Torch

Trail rations

Wand of summon monster I

Languages

Common	Dwarven
Draconic	Elven

Spells & Powers

Sorcerer spells known (CL 3rd; concentration +7)

Melee Touch +1 Ranged Touch +3

1st (6/day)—*burning hands* (DC 15), *identify*, *magic missile*, *ray of enfeeblement* (DC 15)

0th (at will)—*acid splash*, *daze* (DC 14), *disrupt undead*, *message*, *ray of frost*

Experience & Wealth

Experience Points: **4488/6000**
 Current Cash: **10 gp**

Wand Summon Monster

Rat, dire

Male dire rat (*Pathfinder RPG Bestiary 232*)
 N Small animal

Init +3; Senses low-light vision, scent; Perception +4

Defense

AC 14, touch 14, flat-footed 11 (+3 Dex, +1 size)

hp 9 (1d8+1)

Fort +3, Ref +5, Will +1

Offense

Speed 40 ft., climb 20 ft., swim 20 ft.

Melee unarmed strike +1 (1d2 nonlethal) or

bite +1 (1d4)

Statistics

Str 10, Dex 17, Con 13, Int 2, Wis 13, Cha 4

Base Atk +0; CMB -1; CMD 12 (16 vs. trip)

Feats Skill Focus (Perception)

Skills Acrobatics +3 (+7 to jump), Climb +11, Perception +4, Stealth +11, Swim +11

Tracked Resources

-none-

Situational Modifiers

All Saves

Elven Immunities: +2 vs. enchantments

Sourcebooks Used

- **Advanced Player's Guide** - Bouncing Spell (feat); Ectoplasmic Spell (feat); Feast of Ashes (spell)
- **Monster Codex** - Ghoul (special ability); Hungry Earth (spell)
- **Ultimate Equipment** - Mess kit (equipment)

Validation Report

Validation Report (0 issues): Nothing identified

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Desdemona – Abilities & Gear

Bouncing Spell **Feat**

You can direct a failed spell against a different target.

Benefit: Whenever a bouncing spell targeting a single creature has no effect on its intended target (whether due to spell resistance or a successful saving throw) you may, as a swift action, redirect it to target another eligible creature within range. The redirected spell behaves in all ways as if its new target were the original target for the spell. Spells that affect a target in any way (including a lesser effect from a successful saving throw) may not be redirected in this manner. A bouncing spell uses up a spell slot one level higher than the spell's actual level.

Appears In: Advanced Player's Guide

Ectoplasmic Spell **Feat**

Your spells breach the gulf between dimensions, sending ghostly emanations into the ether.

Benefit: An ectoplasmic spell has full effect against incorporeal or ethereal creatures. An ectoplasmic spell uses up a spell slot one level higher than the spell's actual level.

Appears In: Advanced Player's Guide

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.

Skill Focus (Use Magic Device) **Feat**

Choose a skill. You are particularly adept at that skill.

Benefit: You get a +3 bonus on all checks involving the chosen skill. If you have 10 or more ranks in that skill, this bonus increases to +6.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new skill.

Appears In: Not Consolidated Skills

Elf Blood **Racial Ability (Half-Elf)**

Half-elves count as both elves and humans for any effect related to race.

Elven Immunities **Racial Ability (Half-Elf)**

+2 racial bonus on saving throws against enchantment spells and effects.

Elven Immunities - Sleep **Unknown**

You are immune to magic sleep effects.

Energy Resistance, Cold (5) **Unknown**

You have the specified Energy Resistance against Cold attacks.

Low-Light Vision **Racial Ability, Senses**

A creature with low-light vision can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of dim light. It retains the ability to distinguish color and detail under these conditions.

Bloodline Arcana: Ghoul **Class Ability (Sorcerer)**

Whenever you cast a spell of the necromancy school that deals hit point damage, you are healed of 1 hit point per spell level.

Ghoul **Class Ability (Sorcerer)**

Your connection to the hungering undead shapes your magic.

Appears In: Monster Codex

Ghoulish Claws (7 rounds/day) (Su) **Class Ability (Sorcerer)**

Starting at 1st level, you can grow claws as a free action. These claws are treated as natural weapons, allowing you to make two claw attacks as a full attack using your full base attack bonus. Each of these attacks deals 1d4 points of damage + your Strength modifier (1d3 if you are Small). At 5th level, creatures damaged with your claw attack are paralyzed for 1 round, as the ghoul ability (Fortitude negates). At 7th level, the duration of the paralysis increases to 1d4+1 rounds, and the claws are considered magic weapons for the purpose of overcoming DR. You can use your claws for a number of rounds per day equal to 3 + your Charisma modifier. These rounds do not need to be consecutive.

If you're a ghoul with this bloodline, instead of gaining this ability, your levels in sorcerer stack with your racial Hit Dice when determining the DC of your paralysis and disease special abilities.

Ring of protection +1 **Ring**

This ring offers continual magical protection in the form of a deflection bonus of +1 to AC.

Construction

Requirements: Forge Ring, *shield of faith*, caster must be of a level at least three times the bonus of the ring; **Cost** 1,000 gp

Desdemona, Sorcerer 3 – Spells

Acid Splash

Sorcerer 0

School: Conjuration / Earth Elemental (Creation) [Acid]
Components: V, S
Casting Time: 1 action
Range: Close (25 + 5 ft./2 levels)
Effect: One missile of acid
Duration: Instantaneous
Save: None
Resistance: No

You fire a small orb of acid at the target. You must succeed on a ranged touch attack to hit your target. The orb deals 1d3 points of acid damage. This acid disappears after 1 round.

Daze

Sorcerer 0

School: Enchantment (Compulsion) [Mind-Affecting]
Components: V, S, M (a pinch of wool or similar substance)
Casting Time: 1 action
Range: Close (25 + 5 ft./2 levels)
Target: One humanoid creature of 4 HD or less
Duration: 1 round
Save: DC 14 Will negates
Resistance: Yes

This spell clouds the mind of a humanoid creature with 4 or fewer Hit Dice so that it takes no actions. Humanoids of 5 or more HD are not affected. A dazed subject is not stunned, so attackers get no special advantage against it. After a creature has been dazed by this spell, it is immune to the effects of this spell for 1 minute.

Disrupt Undead

Sorcerer 0

School: Necromancy
Components: V, S
Casting Time: 1 action
Range: Close (25 + 5 ft./2 levels)
Effect: Ray
Duration: Instantaneous
Save: None
Resistance: Yes

You direct a ray of positive energy. You must make a ranged touch attack to hit, and if the ray hits an undead creature, it deals 1d6 points of damage to it.

Message

Sorcerer 0

School: Transmutation / Air Elemental [language-dependent]
Components: V, S, F (a piece of copper wire)
Casting Time: 1 action
Range: Medium (100 + 10 ft./level)
Target: One creature/level
Duration: 10 min./level
Save: None
Resistance: No

You can whisper messages and receive whispered replies. Those nearby can hear these messages with a DC 25 Perception check. You point your finger at each creature you want to receive the message. When you whisper, the whispered message is audible to all targeted creatures within range. Magical silence, 1 foot of stone, 1 inch of common metal (or a thin sheet of lead), or 3 feet of wood or dirt blocks the spell. The message does not have to travel in a straight line. It can circumvent a barrier if there is an open path between you and the subject, and the path's entire length lies within the spell's range. The creatures that receive the message can whisper a reply that you hear. The spell transmits sound, not meaning; it doesn't transcend language barriers. To speak a message, you must mouth the words and whisper.

Ray of Frost

Sorcerer 0

School: Evocation / Water Elemental [Cold]
Components: V, S
Casting Time: 1 action
Range: Close (25 + 5 ft./2 levels)
Effect: Ray
Duration: Instantaneous
Save: None
Resistance: Yes

A ray of freezing air and ice projects from your pointing finger. You must succeed on a ranged touch attack with the ray to deal damage to a target. The ray deals 1d3 points of cold damage.

Burning Hands

Sorcerer 1

School: Evocation / Fire Elemental [Fire]
Components: V, S
Casting Time: 1 action
Range: 15 ft.
Area: Cone-shaped burst
Duration: Instantaneous
Save: DC 15 Reflex half
Resistance: Yes

A cone of searing flame shoots from your fingertips. Any creature in the area of the flames takes 1d4 points of fire damage per caster level (maximum 5d4). Flammable materials burn if the flames touch them. A character can extinguish burning items as a full-round action.

Desdemona, Sorcerer 3 – Spells

Identify

Sorcerer 1

School: Divination
Components: V, S, M (wine stirred with an owl's feather)
Casting Time: 1 action
Range: 60 ft.
Area: Cone-shaped emanation
Duration: 3 rounds/level (D)
Save: None
Resistance: No

This spell functions as *detect magic*, except that it gives you a +10 enhancement bonus on Spellcraft checks made to identify the properties and command words of magic items in your possession. This spell does not allow you to identify artifacts.

Detect Magic

You detect magical auras. The amount of information revealed depends on how long you study a particular area or subject.

1st Round: Presence or absence of magical auras.

2nd Round: Number of different magical auras and the power of the most potent aura.

3rd Round: The strength and location of each aura. If the items or creatures bearing the auras are in line of sight, you can make Knowledge (arcana) skill checks to determine the school of magic involved in each. (Make one check per aura: DC 15 + spell level, or 15 + 1/2 caster level for a nonspell effect.) If the aura emanates from a magic item, you can attempt to identify its properties (see Spellcraft).

Magical areas, multiple types of magic, or strong local magical emanations may distort or conceal weaker auras.

Aura Strength: An aura's power depends on a spell's functioning spell level or an item's caster level; see the accompanying table. If an aura falls into more than one category, *detect magic* indicates the stronger of the two.

Lingering Aura: A magical aura lingers after its original source dissipates (in the case of a spell) or is destroyed (in the case of a magic item). If *detect magic* is cast and directed at such a location, the spell indicates an aura strength of dim (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original power:

Original Strength - Duration of Lingering Aura

Faint - 1d6 rounds
Moderate - 1d6 minutes
Strong - 1d6 x 10 minutes
Overwhelming - 1d6 days

Outsiders and elementals are not magical in themselves, but if they are summoned, the conjuration spell registers. Each round, you can turn to detect magic in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Detect magic can be made permanent with a *permanency* spell.

Magic Missile

Sorcerer 1

School: Evocation [Force]
Components: V, S
Casting Time: 1 action
Range: Medium (100 + 10 ft./level)
Target: Up to five creatures, no two of which can be more than 15 ft. apart
Duration: Instantaneous
Save: None
Resistance: Yes

A missile of magical energy darts forth from your fingertip and strikes its target, dealing 1d4+1 points of force damage. The missile strikes unerringly, even if the target is in melee combat, so long as it has less than total cover or total concealment. Specific parts of a creature can't be singled out. Objects are not damaged by the spell. For every two caster levels beyond 1st, you gain an additional missile - two at 3rd level, three at 5th, four at 7th, and the maximum of five missiles at 9th level or higher. If you shoot multiple missiles, you can have them strike a single creature or several creatures. A single missile can strike only one creature. You must designate targets before you check for spell resistance or roll damage.

Ray of Enfeeblement

Sorcerer 1

School: Necromancy
Components: V, S
Casting Time: 1 action
Range: Close (25 + 5 ft./2 levels)
Effect: Ray
Duration: 1 round/level
Save: DC 15 Fortitude half
Resistance: Yes

A coruscating ray springs from your hand. You must succeed on a ranged touch attack to strike a target. The subject takes a penalty to Strength equal to 1d6+1 per two caster levels (maximum 1d6+5). The subject's Strength score cannot drop below 1. A successful Fortitude save reduces this penalty by half. This penalty does not stack with itself. Apply the highest penalty instead.