

Triix - Pathfinder Society 124312-28

Lashunta sorcerer female - 6

Faction: Dark Archive

Twenty point stat buy

PB R 4

Vision: Low Light

Str 10 08 0 08(-2) -1

Dex 10 14 0 14(05) +2

Resistances: Cold 5; Fire 5

Con 10 12 -2 10(02) 00

Int 10 16 +2 18(10) +4

Wis 10 10 0 10(00) 00 -1 dam

Cha 10 14 +2 +1 17(05) +3

Sorcerer(Starsoul) HP: $6 + 4*(L-1) + (0*L) = 26$ AC: $10+2(\text{Dex})+1(\text{NA})+1(\text{RoP}) = 14$
(18wMA)

BAB: +3

MAB: $3 - 1 + 0 = 2$ RAB: $3 + 2 + 0 = 5$

Fort: $3 + 0 + 0 = 3$

Ref: $1 + 2 + 0 = 3$

Will: $4 + 0 + 0 = 4$

Skills: $(2+4+1)*L = 42$

Appraise(Int) $1 + 4 + 3 + 0 = 8$

Bluff (Cha) $1 + 3 + 3 + 0 = 7$

Craft(Int): $0 + 4 + 3 + 0 = 4$

Diplomacy (Cha): $0 + 3 + 0 + 0 = 3$

Escape Artist (Dex): $0 + 2 + 0 + 0 = 2$

Fly(Dex): $0 + 2 + 3 + 0 = 2$

Intimidate(Cha): $1 + 3 + 3 + 0 = 7$

Linguistics $2 + 2 + 0 + 0 = 2$ (Azlanti, Androffen)

Knowledge Arcana(Int): $6 + 4 + 3 + 0 = 13$

Knowledge Geo(Int): $2 + 4 + 3 + 3 = 12$

Knowledge History(Int): $1 + 4 + 0 + 1 = 6$

Knowledge Local (Int): $1 + 4 + 0 + 0 = 5$

Knowledge Nature(Int): $2 + 4 + 3 + 1 = 10$

Knowledge Planes(Int): $2 + 4 + 0 + 0 = 6$

Perception (Wis): $6 + 0 + 0 + 2 = 8$

Perform [Stage Magician] (Cha): $6 + 3 + 0 + 0 = 9$

Profession [Astronomer](Wis): $1 + 0 + 3 + 0 = 4$

Sleight of Hand (Dex): $1 + 2 + 0 + 0 = 3$

Sense Motive (Wis): $0 + 0 + 0 + 2 = 2$

Spellcraft(Int): $6 + 4 + 3 + 0 = 13$

Swim (Str): $2 - 1 + 0 + 0 = 1$

Use Magic Device(Cha): $1 + 3 + 3 + 0 = 7$

Languages: Common, Lashuntan, Elven, Aklo, Sylvan, Celestial, Draconic, Azlanti, Androffen

Traits:

- 1: Magical Lineage [Shooting Stars]
- 2: Devotee of the Green [+1 trait bonus on K(Geo) and K(Nat) checks, K(Geo) = Class]

Feats: L1: Alertness (+2 Perception & Sense Motive)

L3: Empower Spell (+2, +1 for SS) [Variables increased by 50%]

L5: Spell Penetration (+2 CLC)

Race Features: +2 Int, Sexual Dimorphism (+2 Cha, -2 Con), Lashunta Magic (At will: Daze, Mage Hand, 1/day: Detect Thoughts), Knowledgeable (+2 to one Knowledge Skill), Limited Telepathy(30ft with any creature whom she shares a language), Languages(Lashuntan and Elven)

Class Features: Bloodline(Starsoul), Bloodline Power(Minute Meteors), Cantrips, Eschew Materials

Proficient with simple weapons only, no armour proficiencies, Bloodline Power(Voidwalker)

Bloodline Spell(Unseen Servant), Bloodline Spell(Glitterdust)

Spells/day: 1st:7 2nd:6 3rd:4 DC:10+3+SL

Spells Known

0(7): Dancing Lights, Detect Magic, Light, Mage Hand, Message, Prestidigitation, Ray of Frost(rta, d3)

1(4): Endure Elements, Mage Armour, Magic Missile(Shooting Stars)[2d4+2], Starsight

2(2): Darkvision, Planetarium

3(1): Haste

Minute Meteors (Sp): At 1st level, you can summon a rain of tiny meteorites as a standard action to fall in a 5-foot column, 30 feet high, with a range of 30 feet. The meteors inflict 1d4 points of fire damage + 1 per 2 sorcerer levels. A Reflex save negates this damage. The save DC is equal to 10 + 1/2 your sorcerer level + your Charisma modifier. You may use this ability a number of times per day equal to 3 + your Charisma modifier.

Voidwalker (Ex): At 3rd level, you gain low-light vision and resist cold and fire 5.

Magic Items:

Amulet of Natural Armour +1

Ring of Protection +1

Consumables:

Wand of Cure Light Wounds[CL1](d8+1) [UMD] - 38

Wand of Shield [CL1] - 48

Elixir of Swimming - 1

Scrolls:

- 1: Comprehend Language, Endure Elements, Floating Disk, Silent Image
- 2: Alter Self, Darkvision, Glitterdust, Locate Object, Minor Image, Mirror Image, Rope

Trick, See Invisibility, Shatter, Web, Whispering Wind

3: Dispel Magic

6: Mage Armour

Equipment - Starting gold 150gp

Silvered Dagger	22			
Cold Iron Dagger	4			
Backpack (empty)	2			
Scroll/Map case		1		
Inkpen	0.1			
Fishhook	0.1			
Ink	0.8			
Belt pouch (x3)		3		
Waterskin	1			
Vial (ink/potion)	1			
Silk rope (50ft)	10			
Sunrod (x5)	10			
Spell component pouch		5		
Scholars Outfit		5		
Explorer's Outfit	10			
Moonrod (x2)		20		
Chocolate	5			
Air Bladder	0.1			
Bandolier	0.5			
Silver Holy Symbol (Desna)	25			
Journal (blank)		10		
Underwater Goggles	5		(140.6)	9.4

Level 1:

The Commencement	430	439.4	+1xp +1pp
The Wounded Wisp	430	869.4	+1xp +2pp
Wand of Cure Light Wounds (50c)			-2pp
Master of the Fallen Fortress	479	1338.4	+1xp +2pp

Level 2:

The Consortium Compact		510	1848.4	+1xp
+2pp	Iron Gods #1 - Fires of Creation	3711	5559.4	+3xp +4pp
(7xp, 9pp)	Wand of Shield (CL1, 1st)			-2pp
	Amulet of Natural Armour +1	2000		
	Pearl of Power (1st)	1000		
	Ring of Protection +1	2000		
	Scroll of Mage Armour (6th)	150		
	Elixer of Swimming	250	(5400) 159.4	
Level 3:				
	The Sky Key Solution (7-00)	1250	1409.4	
	The Infernal Vault (1-55)	1634	3043.4	+1xp +2pp
(9xp, 13pp)				
Level 4:				
	Murder on the Silken Caravan (0-03)	1286	4329.4	
	Hot Weather Outfit	8		
	Map of the Silken Way	100	(108) 4221.4	
	Day of the Demon (5-14)		2264 6485.4	+1xp
+2pp (11xp, 17pp)				
	Race for the Runecarved Key (Special)	1251	7736.4	+1xp
+2pp (12xp, 19pp)				
Level 5:				
	Echoes of the Overwatched (3-07)	1835	9571.4	+1xp +2pp
(13xp, 21pp)				
	Voice from the Void (1-35)	2212	11783.4	+1xp +2pp
(14xp, 23pp)				
	Sell Pearl of Power	(500)		
	Scroll of Comprehend Lang (1st)	25		
	Scroll of Endure Elements (1st)	25		
	Scroll of Floating Disk (1st)	25		
	Scroll of Silent Image (1st)	25		
	Scroll of Alter Self (2nd)	150		
	Scroll of Darkvision (2nd)	150		
	Scroll of Glitterdust (2nd)	150		
	Scroll of Locate Object (2nd)	150		
	Scroll of Minor Image (2nd)	150		
	Scroll of Mirror Image (2nd)	150		
	Scroll of Rope Trick (2nd)	150		
	Scroll of See Invisibility (2nd)	150		

Scroll of Shatter (2nd)	150		
Scroll of Web (2nd)	150		
Scroll of Whispering Wind (2nd)	150	(1250)	10533.4
Potion of Cure Light Wounds (x2)	100		
Telescope (x50)	4000		
Headband of Vast Int (+2)	4000		
Cloak of Resistance +1	1000		
Wand of MM(3rd) - 44c	1980	(10100)	433.4
The Blakros Connection (7-09)		4027	4460.4
Calculating Grand Orrery	2000		
Scroll of Dispel Magic(3rd)	375		
Scroll - 0th level spell	12.5		
Scroll - 1st level spell	25		
Scroll - 2nd level spell	150		
Grand Orrery	1000		
Telescope (x250)	8000		
Potion of Cure Light Wounds	50		

Notes:

First proper memory is being found by Pathfinders while wandering in a Numerium 'dungeon' after waking up in a stasis pod. She does have some random memories of Castrovel and Qabarat where she grew up.

7-10: Aatish (Ifrit, Dawnflower Bard)[noral], Fallon De'Roy[Popliteal], Rose[Rytikki], Tapper Cramski(Paladin of Cayden Caylin)[DocHoliday45], Emily Deyemi[PainterOfMinis], Gamu Sugimoto (Samsaren)[BBlackwood]

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