

Zerkesite and Wart

Male gnome sorcerer 1, Grand Lodge faction - CR 1/2
Neutral Good Humanoid (Gnome); Deity: Sarenrae; Age: 58; Height: 3' 4"; Weight: 35lb.

Ability	Score	Modifier	Temporary
STR STRENGTH	8	-1	
DEX DEXTERITY	16	+3	
CON CONSTITUTION	12	+1	
INT INTELLIGENCE	10	0	
WIS WISDOM	10	0	
CHA CHARISMA	18	+4	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+1 =		+1				
	Illusion Resistance: +2 vs. illusions						
REFLEX (DEXTERITY)	+3 =		+3				
	Illusion Resistance: +2 vs. illusions						
WILL (WISDOM)	+2 =	+2					
	Illusion Resistance: +2 vs. illusions						

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 14 =			+3	+1				
Touch AC 14	Flat-Footed AC 11							
Defensive Training +4: +4 dodge bonus vs. Giants								

	BAB	Strength	Size	Misc
CM Bonus -2 =	-	-1	-1	-
See the Base Attack (below) for modifiers that may also apply to CMB				

	BAB	Strength	Dexterity	Size
CM Defense 11 = 10	-	-1	+3	-1
See the AC section (above) for situational modifiers that may also apply to CMD				

Base Attack	+0	HP 11
Hatred +1: +1 vs. Goblinoids and Reptilian Humanoids		
Initiative	+3	Damage / Current HP
Speed	20 ft	

Quarterstaff

Both hands: +0, 1d4-1 Crit: x2
Double: -4 (Off: -8), 1d4-1/1d4-1 Double, B, Monk
Hatred +1: +1 vs. Goblinoids and Reptilian Humanoids

Character Number: -



Skill Name	Total	Ability	Ranks	Temp
Acrobatics Speed greater/less than 30 ft. : -4 to jump	+3	DEX (3)	-	
Appraise	+0	INT (0)	-	
Bluff	+9	CHA (4)	1	
Climb	-1	STR (-1)	-	
Diplomacy	+9	CHA (4)	1	
Disguise	+4	CHA (4)	-	
Escape Artist	+3	DEX (3)	-	
Fly	+5	DEX (3)	-	
Heal	+0	WIS (0)	-	
Intimidate	+4	CHA (4)	-	
Perception	+4	WIS (0)	-	
Ride	+3	DEX (3)	-	
Sense Motive	+2	WIS (0)	-	
Stealth	+7	DEX (3)	-	
Survival	+0	WIS (0)	-	
Swim	-1	STR (-1)	-	

Feats

Alertness
Combat Casting
Eschew Materials
Simple Weapon Proficiency - All

Traits

Ease of Faith
Fast-Talker

Special Abilities

Bloodline Arcana: Arcane (Ex)
Defensive Training +4
Empathic Link with Familiar (Su)
Familiar Bonus: +3 to Hit Points
Hatred +1
Illusion Resistance
Low-Light Vision
Share Spells with Familiar

Spell-Like Abilities

Dancing Lights (1/day)	<input type="checkbox"/>
Ghost Sound (1/day)	<input type="checkbox"/>
Prestidigitation (1/day)	<input type="checkbox"/>
Speak with Animals (1/day)	<input type="checkbox"/>

Gear

Total Weight Carried: 3/60 lbs, Light Load
(Light: 19.5 lbs, Medium: 39.75 lbs, Heavy: 60 lbs)

Money	1 lb
Potion of cure light wounds	-
Potion of mage armor	-
Quarterstaff	2 lbs
Scholar's outfit (Free)	-

Tracked Resources

Potion of cure light wounds	<input type="checkbox"/>
Potion of mage armor	<input type="checkbox"/>

Languages

Common	Sylvan
Gnome	

Spells & Powers

Sorcerer spells known (CL 1st; concentration +5)

Melee Touch +0 Ranged Touch +4

1st (4/day)—*burning hands* (DC 15), *sleep* (DC 15)

0th (at will)—*detect magic*, *ray of frost*, *resistance*, *touch of fatigue* (DC 14)

Companions

Wart (Arcane Familiar), Toad - CL1 - CR 1/8

STR 1 (-5), DEX 12 (+1), CON 6 (-2), INT 6 (-2), WIS 15 (+2), CHA 4 (-3); Fortitude +0, Reflex +3, Will +4

HP: 5/5; Init: +1; Speed: 5 feet

Attack Bonus: +4; Armor Class: 16 / 15 Tch / 15 Fl

Bluff -2, Diplomacy -2, Perception +5, Stealth +21

Special: Improved Evasion (Ex), Low-Light Vision, Scent (Ex)

Experience & Wealth

Experience Points: 0/3

Current Cash: 50 gp

Grand Lodge: Fame: 0, PP: 0