

Celeste Ialone

| | | | | | | |
|--------------------------|------------|-------------------------------|--------|--------|--------------|--------------------------------------|
| NAME Rog1 Sor1 | 2000 | PLAYERNAME Tiefling | Medium | DEITY | | ALIGNMENT Neutral Good |
| CLASS | EXPERIENCE | RACE | SIZE | HEIGHT | WEIGHT | VISION Darkvision (60 ft.) |
| 2 | 5000 | 19 | Female | Open | Yes, On Head | 27 |
| Character Level | NEXT LEVEL | AGE | GENDER | EYES | HAIR | POINTS |

| ABILITY NAME | BASE SCORE | BASE MOD | ABILITY SCORE | ABILITY MOD | TEMP SCORE | TEMP MOD |
|----------------------------|------------|----------|---------------|-------------|------------|----------|
| STR Strength | 13 | +1 | 13 | +1 | 13 | +1 |
| DEX Dexterity | 17 | +3 | 17 | +3 | 17 | +3 |
| CON Constitution | 10 | +0 | 10 | +0 | 10 | +0 |
| INT Intelligence | 14 | +2 | 14 | +2 | 14 | +2 |
| WIS Wisdom | 14 | +2 | 14 | +2 | 14 | +2 |
| CHA Charisma | 16 | +3 | 16 | +3 | 16 | +3 |

| | | | | | | | | | |
|--------------------------|----|-------------------|----|----------------|----|------------------|----|----------------------|-------------|
| HP hit points | 12 | WOUNDS/CURRENT HP | | SUBDUAL DAMAGE | | DAMAGE REDUCTION | | SPEED | Walk 30 ft. |
| AC armor class | 13 | TOTAL | 10 | FLAT | 13 | TOUCH | 10 | BASE | 0 |
| | | | | ARMOR BONUS | 0 | SHIELD BONUS | 0 | STAT | 3 |
| | | | | SIZE | 0 | NATURAL ARMOR | 0 | DEFLEC-TION | 0 |
| | | | | MISC | 0 | MISC | 0 | MISS CHANCE | 0 |
| | | | | | | | | ARCANE SPELL FAILURE | +0 |
| | | | | | | | | ARMOR CHECK PENALTY | 0 |
| | | | | | | | | SPELL RESIST | 0 |

| | | | | | | | |
|-------------------------------|----|-------|----|--------------|----|---------------|----|
| INITIATIVE modifier | +3 | TOTAL | +3 | DEX MODIFIER | +0 | MISC MODIFIER | +0 |
| BASE ATTACK bonus | | | +0 | | | | |

| SAVING THROWS | TOTAL | BASE SAVE | ABILITY | MAGIC | MISC | EPIC | TEMP | conditional modifiers |
|------------------------------------|-------|-----------|---------|-------|------|------|------|-----------------------|
| FORTITUDE (constitution) | +0 | +0 | +0 | +0 | +0 | +0 | | |
| REFLEX (dexterity) | +5 | +2 | +3 | +0 | +0 | +0 | | |
| WILL (wisdom) | +4 | +2 | +2 | +0 | +0 | +0 | | |

| ATTACK BONUS | TOTAL | BASE ATTACK BONUS | STAT | SIZE | MISC | EPIC | TEMP |
|-------------------------------|-------|-------------------|------|------|------|------|------|
| MELEE attack bonus | +1 | +0 | +1 | +0 | +0 | +0 | |
| RANGED attack bonus | +3 | +0 | +3 | +0 | +0 | +0 | |
| CMB attack bonus | +1 | +0 | +1 | +0 | +0 | | |

| | GRAPPLE | TRIP | DISARM | SUNDER | BULL RUSH | OVERRUN |
|----------------|---------|------|--------|--------|-----------|---------|
| Offense | +1 | +1 | +1 | +1 | +1 | +1 |
| Defense | 14 | 14 | 14 | 14 | 14 | 14 |

| UNARMED | TOTAL ATTACK BONUS | DAMAGE | CRITICAL | REACH | |
|--------------------|--------------------|--------|----------|----------|-------|
| | +3 | 1d3+1 | 20/x2 | 5 ft. | |
| *Claw | HAND | TYPE | SIZE | CRITICAL | REACH |
| | Primary | PS | M | 20/x2 | 5 ft. |
| TOTAL ATTACK BONUS | +3/+3 | DAMAGE | 1d4+1 | | |
| Special Properties | | | | | |

| *Rapier | HAND | TYPE | SIZE | CRITICAL | REACH |
|--------------------|---------|--------|-----------|----------|-------|
| | Primary | P | M | 18-20/x2 | 5 ft. |
| To Hit | Dam | To Hit | Dam | | |
| 1H-P | +3 | 1d6+1 | 2W-P-(OH) | -3 | 1d6+1 |
| 1H-O | -1 | 1d6 | 2W-P-(OL) | -1 | 1d6+1 |
| 2H | +3 | 1d6+1 | 2W-OH | -7 | 1d6 |
| Special Properties | | | | | |

*: 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 |
|-------|------|----|--------|-------|---------------|
| | | | | | |

| SKILL NAME | KEY ABILITY | SKILL MODIFIER | ABILITY MODIFIER | MAX RANKS | 2/2 |
|--------------------------|-------------|----------------|------------------|-----------|-----|
| ✓ Acrobatics | DEX | 7 | = 3 + 1.0 + 3 | | |
| ✓ Appraise | INT | 6 | = 2 + 1.0 + 3 | | |
| ✓ Bluff | CHA | 10 | = 3 + 2.0 + 5 | | |
| ✓ Climb | STR | 5 | = 1 + 1.0 + 3 | | |
| ✓ Craft (Untrained) | INT | 2 | = 2 + + | | |
| ✓ Diplomacy | CHA | 3 | = 3 + + | | |
| Disable Device | DEX | 9 | = 3 + 2.0 + 4 | | |
| ✓ Disguise | CHA | 3 | = 3 + + | | |
| ✓ Escape Artist | DEX | 3 | = 3 + + | | |
| ✓ Fly | DEX | 3 | = 3 + + | | |
| ✓ Heal | WIS | 2 | = 2 + + | | |
| ✓ Intimidate | CHA | 3 | = 3 + + | | |
| ✓ Perception | WIS | 7 | = 2 + 2.0 + 3 | | |
| Perception (Trapfinding) | WIS | 8 | = 2 + 2.0 + 4 | | |
| Perform (Dance) | CHA | 7 | = 3 + 1.0 + 3 | | |
| ✓ Perform (Untrained) | CHA | 3 | = 3 + + | | |
| ✓ Ride | DEX | 3 | = 3 + + | | |
| ✓ Sense Motive | WIS | 7 | = 2 + 2.0 + 3 | | |
| Spellcraft | INT | 6 | = 2 + 1.0 + 3 | | |
| ✓ Stealth | DEX | 10 | = 3 + 2.0 + 5 | | |
| ✓ Survival | WIS | 2 | = 2 + + | | |
| ✓ Swim | STR | 1 | = 1 + + | | |
| | | | = + + | | |
| | | | = + + | | |

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

| EQUIPMENT | | | | | |
|---|----------|-----|-------------|--------------|-----------|
| ITEM | LOCATION | QTY | WT | COST | |
| Backpack <small>28 lbs., 1 Bedroll, 1 Crowbar, 1 Flint and Steel, 1 Grappling Hook, 1 Mirror (Small/Steel), 1 Pole (10 Ft.), 1 Rope (Silk/50 ft.), 1 Smokestick, 1 Waterskin</small> | | 1 | 2.0 | 2.0 | |
| Bedroll | Backpack | 1 | 5.0 | 0.1 | |
| Claw | Equipped | 1 | 0.0 | 0.0 | |
| Crowbar <small>+2 circumstance bonus to Strength checks to force open a door or chest</small> | Backpack | 1 | 5.0 | 2.0 | |
| Flint and Steel | Backpack | 1 | 0.0 | 1.0 | |
| Grappling Hook | Backpack | 1 | 4.0 | 1.0 | |
| Mirror (Small/Steel) | Backpack | 1 | 0.5 | 10.0 | |
| Outfit (Traveler's) | Equipped | 1 | 5.0 | 0.0 | |
| Pole (10 Ft.) | Backpack | 1 | 8.0 | 0.05 | |
| Pouch (Belt) <small>0.38 lbs., 11 Coin (Gold Piece), 8 Coin (Silver Piece)</small> | Carried | 1 | 0.5 | 1.0 | |
| Rapier | Equipped | 1 | 2.0 | 20.0 | |
| Rope (Silk/50 ft.) <small>4 hp, DC 24 Strength check to burst</small> | Backpack | 1 | 5.0 | 10.0 | |
| Smokestick | Backpack | 1 | 0.5 | 20.0 | |
| ☐ | | | | | |
| Thieves' Tools | Equipped | 1 | 1.0 | 30.0 | |
| Waterskin <small>0 lbs.</small> | Backpack | 1 | 0.0 | 1.0 | |
| TOTAL WEIGHT CARRIED/VALUE | | | 3.88 | 98.15 | gp |
| | | | | lbs. | |

| WEIGHT ALLOWANCE | | | | | |
|------------------|-----|-----------------|-----|-------------|-----|
| Light | 50 | Medium | 100 | Heavy | 150 |
| Lift over head | 150 | Lift off ground | 300 | Push / Drag | 750 |

| MONEY | |
|--------------------------------------|--|
| Coin (Gold Piece): 11[Pouch (Belt)] | |
| Coin (Silver Piece): 8[Pouch (Belt)] | |
| Total = 11.8 gp | |

| Special Attacks | |
|---|---|
| Sneak Attack (Ex) | [Paizo Publishing - Core Rulebook, p.68] |
| <p>If you can catch an opponent when he is unable to defend himself effectively from your attack, you can strike a vital spot for extra damage. Your attack deals 1d6 points of extra damage anytime your target would be denied a Dexterity bonus to AC, or when you flank your target. Should you score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet. With a weapon that deals nonlethal damage, you can make a sneak attack that deals nonlethal damage instead of lethal damage. You cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty. You must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. You cannot sneak attack while striking a creature with concealment.</p> | |

| Special Qualities | |
|--|---|
| Abyssal Bloodline | [Paizo Publishing - Core Rulebook, p.72] |
| <p>Some time ago, a demon spread its filth into your heritage. While it does not manifest in all of your kin, for you it is particularly strong, calling on you to bring ruin to those around you.</p> | |
| Bloodline Arcana | [Paizo Publishing - Core Rulebook, p.73] |
| <p>Whenever you cast a spell of the summoning subschool, the creature summoned gain DR 1/good. This does not stack with any DR the creature might have.</p> | |
| Cantrips | [Paizo Publishing - Core Rulebook, p.71] |
| <p>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.</p> | |
| Resistance to Cold (Ex) | [Paizo Publishing - Bestiary, p.303] |
| <p>You may ignore 5 points of Cold damage each time you take cold damage.</p> | |
| Resistance to Electricity (Ex) | [Paizo Publishing - Bestiary, p.303] |
| <p>You may ignore 5 points of Electricity damage each time you take electricity damage.</p> | |
| Resistance to Fire (Ex) | [Paizo Publishing - Bestiary, p.303] |
| <p>You may ignore 5 points of Fire damage each time you take fire damage.</p> | |
| Skilled (Ex) | [Paizo Publishing - Core Rulebook, p.25] |
| <p>Tieflings have a +2 racial bonus on Bluff and Stealth checks.</p> | |
| Trapfinding (Ex) | [Paizo Publishing - Core Rulebook, p.68] |
| <p>You add +1 to Perception skill checks made to locate traps and to Disable Device skill checks. You can use the Disable Device skill to disarm magical traps.</p> | |

| Feats | |
|---|--|
| Weapon Finesse | [Paizo Publishing - Core Rulebook, p.136] |
| <p>With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.</p> | |
| Armor Proficiency, Light | [Paizo Publishing - Core Rulebook, p.118] |
| <p>When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.</p> | |
| Simple Weapon Proficiency | [Paizo Publishing - Core Rulebook, p.133] |
| <p>You make attack rolls with simple weapons without penalty.</p> | |
| Eschew Materials | [Paizo Publishing - Core Rulebook, p.123] |
| <p>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.</p> | |

| PROFICIENCIES |
|--|
| Blowgun, Claw, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Grapple, Javelin, Longspear, Mace (Heavy), Mace (Light), Morningstar, Quarterstaff, Rapier, Rock, Sap, Shortbow, Shortsword, Sickle, Sling, Spear, Spells (Ray), Spells (Touch), Sword (Short), Unarmed Strike |

| LANGUAGES |
|--|
| Abyssal, Ardmirian, Common, Draconic, Riss |

| TEMPLATES |
|-----------|
| |

Sorcerer Spells

| LEVEL | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
|---------|---|---|---|---|---|---|---|---|---|---|
| KNOWN | 4 | 2 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| PER DAY | 0 | 4 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |

LEVEL 0

| Name | DC | Saving Throw | Time | Duration | Range | Comp. | Spell Resistance | School | Source |
|---|----|--------------|------------|--|---|-------|------------------|------------------------|-------------|
| □□□□□ Dancing Lights | | None | 1 standard | 1 minute [D] action | Medium (110 ft.) | V, S | No | Evocation [Light] | PFCR: p.263 |
| <i>Effect:</i> You create up to four lights that resemble lanterns or torches. | | | | | <i>Target:</i> Up to four lights, all within a 10-ft.-radius area | | | <i>Caster Level:</i> 1 | |
| □□□□□ Detect Magic | | None | 1 standard | Concentration, up to 1 minutes [D] action | 60 ft. | V, S | No | Divination | PFCR: p.267 |
| <i>Effect:</i> You detect magical auras. | | | | | <i>Target:</i> Cone-shaped emanation | | | <i>Caster Level:</i> 1 | |
| □□□□□ Prestidigitation | 13 | See text | 1 standard | 1 hour action | 10 ft. | V, S | No | Universal | PFCR: p.325 |
| <i>Effect:</i> Prestidigitations are minor tricks that novice spellcasters use for practice. | | | | | <i>Target:</i> See text | | | <i>Caster Level:</i> 1 | |
| □□□□□ Ray of Frost | | None | 1 standard | Instantaneous action | Close (25 ft.) | V, S | Yes | Evocation [Cold] | PFCR: p.330 |
| <i>Effect:</i> A ray of freezing air and ice projects from your pointing finger dealing 1d3 points of cold damage. | | | | | <i>Target:</i> Ray | | | <i>Caster Level:</i> 1 | |

LEVEL 1

| Name | DC | Saving Throw | Time | Duration | Range | Comp. | Spell Resistance | School | Source |
|---|----|----------------------------|------------|-------------------------|--|---------|------------------|-----------------------------------|-------------|
| □□□□□ Mage Armor | 14 | Will negates (harmless) | 1 standard | 1 hours [D] action | Touch | V, S, F | No | Conjuration (Creation) [Force] | PFCR: p.306 |
| <i>Effect:</i> An invisible but tangible field of force surrounds the subject of a mage armor spell, providing a +4 armor bonus to AC. | | | | | <i>Target:</i> Creature touched | | | <i>Caster Level:</i> 1 | |
| □□□□□ Magic Missile | | None | 1 standard | Instantaneous action | Medium (110 ft.) | V, S | Yes | Evocation [Force] | PFCR: p.309 |
| <i>Effect:</i> A missile of magical energy darts forth from your fingertip and strikes its target, dealing 1d4+1 points of force damage. | | | | | <i>Target:</i> Up to five creatures, no two of which can be more than 15 ft. apart | | | <i>Caster Level:</i> 1 | |

* =Domain/Speciality Spell