

## Taerrant

Player: Gareth

Male Gnome Sorcerer 4 - CR 3

True Neutral Humanoid (Gnome); Deity: **Nethys**; Age: **54**;  
Height: **3' 5"**; Weight: **40lb.**; Eyes: **Grey**; Hair: **Blue**; Skin:  
**Tanned**

Ability	Score	Modifier	Temporary
<b>STR</b> STRENGTH	<b>10</b>	<b>0</b>	
<b>DEX</b> DEXTERITY	<b>14</b>	<b>+2</b>	
<b>CON</b> CONSTITUTION	<b>14</b>	<b>+2</b>	
<b>INT</b> INTELLIGENCE	<b>14</b>	<b>+2</b>	
<b>WIS</b> WISDOM	<b>11</b>	<b>0</b>	
<b>CHA</b> CHARISMA	<b>16</b>	<b>+3</b>	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> (CONSTITUTION)	<b>+3</b>	=	<b>+1</b>	<b>+2</b>			
	Illusion Resistance: +2 vs. illusions						
<b>REFLEX</b> (DEXTERITY)	<b>+3</b>	=	<b>+1</b>	<b>+2</b>			
	Illusion Resistance: +2 vs. illusions						
<b>WILL</b> (WISDOM)	<b>+4</b>	=	<b>+4</b>				
	Illusion Resistance: +2 vs. illusions						

### Damage Resistance, Electricity (10)

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
<b>AC 17</b>	=	<b>+4</b>		<b>+2</b>	<b>+1</b>			

**Touch AC 13**      **Flat-Footed AC 15**

Defensive Training +4: +4 dodge bonus vs. Giants

CM Bonus	+1	=	<b>+2</b>	<b>0</b>	<b>-1</b>	<b>-</b>

See the Base Attack (below) for modifiers that may also apply to CMB

CM Defense	13	=	10	<b>+2</b>	<b>0</b>	<b>+2</b>	<b>-1</b>

See the AC section (above) for situational modifiers that may also apply to CMD

Base Attack	<b>+2</b>	HP	<b>27</b>

Hatred +1: +1 vs. Goblinoids and Reptilian Humanoids

Initiative	<b>+2</b>	Damage / Current HP

Speed	<b>20 / 15 ft</b>

### Club

Mainhand: **+3, 1d4**

Both Hands: **+3, 1d4**

Ranged: **+5, 1d4**

Ranged, Both Hands: **+5, 1d4**

Hatred +1: +1 vs. Goblinoids and Reptilian Humanoids

Crit: x2  
Rng: 10'  
1-Hand, B



Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	<b>-1</b>	DEX (2)	-	
Speed less than 30' : -8 jump				
<b>Appraise</b>	<b>+2</b>	INT (2)	-	
<b>Bluff</b>	<b>+3</b>	CHA (3)	-	
<b>Climb</b>	<b>-3</b>	STR (0)	-	
<b>Craft (alchemy)</b>	<b>+8</b>	INT (2)	3	
<b>Diplomacy</b>	<b>+4</b>	CHA (3)	1	
<b>Disguise</b>	<b>+3</b>	CHA (3)	-	
<b>Escape Artist</b>	<b>-1</b>	DEX (2)	-	
<b>Fly</b>	<b>+1</b>	DEX (2)	-	
<b>Heal</b>	<b>+0</b>	WIS (0)	-	
<b>Intimidate</b>	<b>+3</b>	CHA (3)	-	
<b>Knowledge (arcana)</b>	<b>+11</b>	INT (2)	4	
<b>Knowledge (local)</b>	<b>+4</b>	INT (2)	2	
<b>Knowledge (planes)</b>	<b>+6</b>	INT (2)	1	
<b>Linguistics</b>	<b>+3</b>	INT (2)	1	
<b>Perception</b>	<b>+3</b>	WIS (0)	1	
<b>Perform (act)</b>	<b>+3</b>	CHA (3)	-	
<b>Ride</b>	<b>-1</b>	DEX (2)	-	
<b>Sense Motive</b>	<b>+0</b>	WIS (0)	-	
<b>Spellcraft</b>	<b>+9</b>	INT (2)	4	
<b>Stealth</b>	<b>+3</b>	DEX (2)	-	
<b>Survival</b>	<b>+0</b>	WIS (0)	-	
<b>Swim</b>	<b>-3</b>	STR (0)	-	
<b>Use Magic Device</b>	<b>+8</b>	CHA (3)	2	

### Feats

Armor Proficiency (Light)

## Feats

Eschew Materials  
Simple Weapon Proficiency - All  
Taunt

## Traits

Gifted Adept (Shocking Grasp)  
The Pathfinder's Exile

## Dagger

Mainhand: **+3, 1d3**

Crit: 19-20/x2

Ranged: **+5, 1d3**

Rng: 10'  
Light, P/S

Hatred +1: +1 vs. Goblinoids and Reptilian Humanoids

## Light crossbow

Ranged: **+3, 1d6**

Crit: 19-20/x2

Ranged, Both Hands: **+5, 1d6**

Rng: 80'  
2-Hand, P

Hatred +1: +1 vs. Goblinoids and Reptilian Humanoids

## Padded armor

**+1**

Max Dex: +8, Armor Check: -  
Spell Fail: 5%, Light

## Gear

**Total Weight Carried: 32/75lbs, Medium Load  
(Light: 24.75lbs, Medium: 49.5lbs, Heavy: 75lbs)**

Backpack (5 @ 18 lbs)	0.5 lbs
Club	1.5 lbs
Crossbow bolts x20	0.05 lbs
Dagger x2	0.5 lbs
Explorer's outfit (Free)	-
Flint and steel <In: Backpack (5 @ 18 lbs)>	-
Hooded lantern <In: Backpack (5 @ 18 lbs)>	2 lbs
Light crossbow	2 lbs
Money	3 lbs
Padded armor	5 lbs
Rope <In: Backpack (5 @ 18 lbs)>	10 lbs
Tent, small <In: Backpack (5 @ 18 lbs)>	5 lbs
Waterskin <In: Backpack (5 @ 18 lbs)>	1 lb

## Special Abilities

Defensive Training +4  
Elemental (Air)  
Elemental Ray (6/day) (Sp)  
Hatred +1  
Illusion Resistance  
Low-Light Vision

## Spell-Like Abilities

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

## Tracked Resources

Club	<input type="checkbox"/>
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## Experience & Wealth

Experience Points: **11500/15000**  
Current Cash: **150 GP**

## Tracked Resources

Crossbow bolts	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Dagger	<input type="checkbox"/> <input type="checkbox"/>
Elemental Ray (6/day) (Sp)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

## Languages

Auran	Gnome
Common	Goblin
Draconic	Sylvan

## Spells & Powers

**Sorcerer Spell DC: 13 + spell level**

CL: 4 (vs. SR: +4, Concentration: +7)

Melee Touch +3 Ranged Touch +5

Maximum Sorcerer spells known / per day: **6/\*x0; 3/7x1; 1/4x2**

Sorcerer 0: Acid Splash, Message, Light, Read Magic, Detect Magic, Ray of Frost

Sorcerer 1: Shocking Grasp, Mage Armor, Grease (DC 14), Burning Hands (bloodline energy type) (DC 14)

Sorcerer 2: Knock