

Caleb Tillinghast

Character Name
 Sorcerer 10
 CLASS
 10 (9) 105000 / 155000
 Character Level (CR) EXP/NEXT LEVEL

Matt Dames

Player Name
 Human / Humanoid
 RACE
 27 Male
 AGE GENDER

Nethys

Deity
 Medium / 5 ft.
 SIZE / FACE
 green
 EYES

None

Region
 5' 10" / 165 lbs.
 HEIGHT / WEIGHT
 black
 HAIR

Chaotic Good

Alignment
 Normal
 VISION
 Points



ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	12	+1	12	+1		
DEX Dexterity	17	+3	17	+3		
CON Constitution	16	+3	16	+3		
INT Intelligence	15	+2	15	+2		
WIS Wisdom	16	+3	18	+4		
CHA Charisma	20	+5	22	+6		

HP	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
90 <small>hit points</small>				Walk 30 ft.
AC armor class	18	15	15	10
	TOTAL	FLAT	TOUCH	BASE
				ARMOR BONUS
				SHIELD BONUS
				STAT
				SIZE
				NATURAL ARMOR
				DEFLECTION
				DODGE
				Morale
				Insight
				Sacred
				Profane
				MISC

INITIATIVE	Encumbrance
+7 = +3 + +4 TOTAL DEX MODIFIER MISC MODIFIER	Light

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP
FORTITUDE (constitution)	+8	+3	+3	+2	+0	+0	
REFLEX (dexterity)	+8	+3	+3	+2	+0	+0	
WILL (wisdom)	+15	+7	+4	+2	+2	+0	

Conditional Save Modifiers:
 +2 trait bonus on saving throws against fear effects
 As long as you are under the effects of any spell, you gain a +2 trait bonus on saving throws against death effects.

Conditional Combat Modifiers:
 Your reach increases by 10 feet whenever you are making a melee touch attack.
 You have a 50% chance to ignore critical hits and sneak attacks.

MELEE	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
+6	+5	+1	+0	+0	0		
RANGED	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
+8	+5	+3	+0	+0	0		
CMB	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
+6	+5	+1	+0				

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
(nonlethal only)	+6	1d3+1	20/x2	5 ft.

*Dagger +4 (Lifesurge/Living Steel)	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary	PS	M	19-20/x2	5 ft.
To Hit	Dam	To Hit	Dam		
1H-P +10	1d4+5	2W-P-(OH) +4	1d4+5		
1H-O +6	1d4+4	2W-P-(OL) +6	1d4+5		
2H +10	1d4+5	2W-OH +2	1d4+4		
10 ft.	20 ft.	30 ft.	40 ft.	50 ft.	
TH +12	+10	+8	+6	+4	
Dam 1d4+5	1d4+5	1d4+5	1d4+5	1d4+5	

Oil (1 Pint Flask)	HAND	TYPE	SIZE	CRITICAL	REACH
	Equipped	F	M	20/x2	5 ft.
10 ft.	20 ft.	30 ft.	40 ft.	50 ft.	
TH +8	+6	+4	+2	+0	
Dam 1d6	1d6	1d6	1d6	1d6	

Special Properties: Thrown splash weapon see p.202, full-round action to prepare, 50% chance to ignite

*: 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
*Bracers of Armor	+3	+0	0		
*Ring of Protection	+2	+0	0		

TOTAL SKILLPOINTS: 50	SKILLS	MAX RANKS: 10/10			
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓ Acrobatics	DEX	3	=	3	
✓ Appraise	INT	2	=	2	
✓ Bluff	CHA	16	=	6 + 7 + 3	
✓ Climb	STR	1	=	1	
✓ Craft (Untrained)	INT	2	=	2	
✓ Diplomacy	CHA	8	=	6 + 2	
✓ Disguise	CHA	6	=	6	
✓ Escape Artist	DEX	3	=	3	
✓ Fly	DEX	7	=	3 + 1 + 3	
✓ Heal	WIS	4	=	4	
✓ Intimidate	CHA	17	=	6 + 8 + 3	
✓ Knowledge (Arcana)	INT	14	=	2 + 9 + 3	
✓ Knowledge (Dungeoneering)	INT	13	=	2 + 8 + 3	
✓ Perception	WIS	4	=	4	
✓ Perform (Untrained)	CHA	6	=	6	
✓ Ride	DEX	3	=	3	
✓ Sense Motive	WIS	8	=	4 + 4	
✓ Spellcraft	INT	15	=	2 + 10 + 3	
✓ Stealth	DEX	3	=	3	
✓ Survival	WIS	4	=	4	
✓ Swim	STR	1	=	1	
✓ Use Magic Device	CHA	14	=	6 + 5 + 3	
			=	+ +	
			=	+ +	

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

Acidic Ray
Uses per Day <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Acidic Ray (Sp): You can fire an acidic ray as a standard action, targeting any foe within 30 feet as a ranged touch attack. The acidic ray deals 1d6 + 7 points of acid damage. You can use this ability 9 times per day. [Paizo Inc. - Core Rulebook, p.72]

Warp Touch
Uses per Day <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Warp Touch (Sp): You create brief, disorienting changes in a creature's physical form. This ability affects one creature within 30 feet, which is dazed for 1 round (Fortitude negates; DC 23). You can use this ability 9 times per day. This bloodline power replaces acidic ray. [Paizo Inc. - Ultimate Magic, p.73]

EQUIPMENT				
ITEM	LOCATION	QTY	WT / COST	
Brooch of Shielding □□□□□ □	Equipped	1	0 / 1,500	
Headband of Mental Prowess (WIS/CHA) +2	Equipped	1	1 / 10,000	
Bracers of Armor +3	Equipped	1	1 / 9,000	
Ring of Wizardry I	Equipped	1	0 / 20,000	
Ring of Protection +2	Equipped	1	0 / 8,000	
Dagger +4 (Lifesurge/Living Steel)	Equipped	1	1 / 32,302	
Outfit (Traveler's)	Equipped	1	5 / 0	
Robes of Arcane Heritage	Equipped	1	1 / 16,000	
Cloak of Resistance +2	Equipped	1	1 / 4,000	
Scroll Case 0.04 lbs., 1 Scroll (Magic Missile), 1 Scroll (Wind Wall), 1 Scroll (Haste), 1 Scroll (Color Spray)	Equipped	1	0.5 / 1	
Scroll (Magic Missile) □	Scroll Case	1	0 / 25	
Scroll (Wind Wall) □	Scroll Case	1	0 / 375	
Scroll (Haste) □	Scroll Case	1	0 / 375	
Scroll (Color Spray) □	Scroll Case	1	0 / 25	
Handy Haversack 18.06 lbs., 1 Lantern (Hooded), 1 Rope (Silk/50 ft.), 1 Blanket (Winter), 1 Bedroll, 6 Candle, 1 Flint and Steel, 1 Soap (per lb.), 1 Wand of Knock, 12 Feather Token, Bird, 2 Oil (1 Pint Flask)	Equipped	1	5 / 2,000	
Lantern (Hooded) Bright illumination (30'), shadowy illumination (60'), 6 hr./pint Shadowy Illumination: 60 ft.	Handy Haversack	1	2 / 7	
Rope (Silk/50 ft.) 4 hp, DC 24 Strength check to burst	Handy Haversack	1	5 / 10	
Blanket (Winter)	Handy Haversack	1	3 / 0.5	
Bedroll	Handy Haversack	1	5 / 0.1	
Candle □□□□□ □ Increases light level (5') for 1 hr. Duration: 1 hr., Increases light level by one step: 5 ft.	Handy Haversack	6	0 (0) / 0 (0.1)	
Flint and Steel	Handy Haversack	1	0 / 1	
Soap (per lb.)	Handy Haversack	1	1 / 0.5	
Wand of Knock □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ Knock opens stuck, barred, or locked doors, as well as those subject to hold portal or arcane lock.	Handy Haversack	1	0.1 / 4,500	
Feather Token, Bird □□□□□ □□□□□ □□	Handy Haversack	12	0 (0) / 300 (3,600)	
Oil (1 Pint Flask) □□	Handy Haversack	2	1 (2) / 0.1 (0.2)	
Belt Pouch Thrown splash weapon see p.202, full-round action to prepare, 50% chance to ignite	Equipped	1	0.5 / 1	
Potion of Cure Light Wounds □□ Cures 1d8+1 points of damage	Belt Pouch	2	0 (0) / 50 (100)	
Flask (Empty)	Belt Pouch	1	1.5 / 0	
Waterskin (Filled)	Belt Pouch	1	4 / 1	
Wand of Deep Slumber □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□	Belt Pouch	1	0.1 / 11,250	
Wand of Color Spray □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ A vivid cone of clashing colors springs forth from your hand, causing creatures to become stunned, perhaps also blinded, and possibly knocking them unconscious.	Belt Pouch	1	0.1 / 750	
Snapleaf	Belt Pouch	1	0 / 750	
Scroll Case A leather or wooden scroll case easily holds four scrolls; you can cram more inside, but retrieving any of them becomes a full-round action rather than a move action. 0.04 lbs., 1 Scroll (Blink), 1 Scroll (Cloudkill), 1 Scroll (Heroism), 1 Scroll (Daze Monster)	Equipped	1	0.5 / 1	
Scroll (Blink) □	Scroll Case	1	0 / 375	
Scroll (Cloudkill) □	Scroll Case	1	0 / 1,125	
Scroll (Heroism) □	Scroll Case	1	0 / 375	
TOTAL WEIGHT CARRIED/VALUE			38.35 lbs.	191,165.4gp

EQUIPMENT				
ITEM	LOCATION	QTY	WT / COST	
Scroll (Daze Monster) □	Scroll Case	1	0 / 150	
Wand of Magic Missile □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ 1 to 5 missiles that do 1d4+1 damage each.	Equipped	1	0.1 / 750	
Figure of Wondrous Power, Silver Raven Can be used no more than 24 hours per week but need not be continuous.	Equipped	1	1 / 3,800	
Scroll (Detect Evil) □	Equipped	1	0 / 25	
Scroll (Summon Monster I) □	Equipped	1	0 / 25	
Wand of Lightning Bolt □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□	Equipped	1	0.1 / 11,250	
Spellbook	Equipped	1	3 / 15	
Metamagic Rod of Lesser Silent □□□	Equipped	1	5 / 3,000	
Necklace of Fireballs (Type IV)	Carried	2	1 (2) / 5,400 (10,800)	
Staff of Electricity	Carried	1	5 / 31,900	
Wand (Shocking Grasp/Sorcerer/8th) □□□□□ □□□□□ □□□□□ □□□□□ □□□□□	Equipped	1	0 / 3,000	
TOTAL WEIGHT CARRIED/VALUE			38.35 lbs.	191,165.4gp

WEIGHT ALLOWANCE			
Light	43	Medium	86
Heavy	130	Lift over head	130
Lift off ground	260	Push / Drag	650

MONEY	
Total=	0 gp [Unspent Funds = 10,271 gp]

MAGIC	
Cold Iron Staff of Electricity 4 charges, 1 chr Shocking Grasp, 2 chr Lighting Bolt, 3 chr Chain Lighting +1atk 1d6/1d6 crit x2 bypass vs demon or fey	
1st spellbook-indentify, mage armor, silent image, unseen servant, reduce person	
2nd spellbook-floating disc, scorching ray, lightning bolt, wind wall, shout	
3rd spellbook-small, indeterminate	

Languages	
Aklo, Common, Draconic	

Other Companions	
Ayrn-Bryan	
Micki-Linda	
Tracil-Andy	
Vashrah-Middleton	
Grundur-Curt	
Vern-Doug	
Taalen-Eric	

Traits	
Brigand (Granted)	[Paizo Inc. - Kingmaker Player's Guide, p.10]
You hail from the River Kingdoms or the more lawless reaches of Brevoy. Life has been hard for you. Perhaps your parents and siblings were crooks and con artists, or maybe your rough, lonely life lead you to fall in with thieves and worse. You know how to ambush travelers, bully traders, avoid the law, and camp where no one might find you. Recently, you've run into some trouble, either with the law or with other bandits, and you're looking to get away to somewhere no one would ever think to look for you. An expedition into the rugged wilderness seems like a perfect way to lie low until the trouble blows over. You gain a +1 trait bonus on Bluff, Diplomacy, Intimidate, and Sense Motive checks when dealing with brigands, thieves, bandits, and their ilk.	
Courageous	[Paizo Inc. - Advanced Player's Guide, p.328]
Your childhood was brutal, yet you persevered primarily through force of will and the hope that no matter how hard things might get, as long as you kept a level head you'd make it through. You gain a +2 trait bonus on saving throws against fear effects.	
Magic is Life (Nethys)	[Paizo Inc. - Advanced Player's Guide, p.333]
Your faith in magic allows you to reflexively use the energy of any spell effect on you to save you from death. As long as you are under the effects of any spell, you gain a +2 trait bonus on saving throws against death effects. If you are reduced to negative hit points while you are under the effects of any spell, you automatically confirm stabilization checks to stop bleeding.	

Special Attacks

Acidic Ray (Sp)	[Paizo Inc. - Core Rulebook, p.72]
You can fire an acidic ray as a standard action, targeting any foe within 30 feet as a ranged touch attack. The acidic ray deals 1d6 + 7 points of acid damage. You can use this ability 9 times per day.	
Long Limbs (Ex)	[Paizo Inc. - Core Rulebook, p.72]
Your reach increases by 10 feet whenever you are making a melee touch attack. This ability does not otherwise increase your threatened area.	
Warp Touch (Sp)	[Paizo Inc. - Ultimate Magic, p.73]
You create brief, disorienting changes in a creature's physical form. This ability affects one creature within 30 feet, which is dazed for 1 round (Fortitude negates; DC 23). You can use this ability 9 times per day. This bloodline power replaces acidic ray.	

Special Qualities

Aberrant Bloodline	[Paizo Inc. - Core Rulebook, p.72]
There is a taint in your blood, one that is alien and bizarre. You tend to think in odd ways, approaching problems from an angle that most would not expect. Over time, this taint manifests itself in your physical form.	
Bloodline Arcana	[Paizo Inc. - Core Rulebook, p.72]
Whenever you cast a spell of the polymorph subschool, increase the duration of the spell by 50% (minimum 1 round). This bonus does not stack with the increase granted by the Extend Spell feat.	
Bonus Feat	[Paizo Inc. - Core Rulebook, p.27]
Humans select one extra feat at 1st level.	
Bonus Sorcerer Spell (2x)	[Paizo Inc. - Advanced Race Guide]
Add one spell known from the sorcerer spell list. This spell must be at least one level below the highest spell level the sorcerer can cast.	
Cantrips	[Paizo Inc. - Core Rulebook, p.71]
Sorcerers learn a number of cantrips, or 0-level spells. These spells are cast like any other spell, but they do not consume any slots and may be used again.	
Humanoid Traits (Ex)	[Paizo Inc. - Core Rulebook, p.308]
Humanoids breathe, eat, and sleep.	
Skilled	[Paizo Inc. - Core Rulebook, p.27]
Humans gain an additional skill rank at first level and one additional rank whenever they gain a level.	
Spells	[Paizo Inc. - Core Rulebook, p.70]
A sorcerer casts arcane spells drawn primarily from the sorcerer/wizard spell list. She can cast any spell she knows without preparing it ahead of time. To learn or cast a spell, a sorcerer must have a Charisma score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a sorcerer's spell is 16 + the spell level.	
Unusual Anatomy (Ex)	[Paizo Inc. - Core Rulebook, p.72]
Your anatomy changes, giving you a 50% chance to ignore any critical hit or sneak attack scored against you, treating it as a normal hit instead.	
Weapon and Armor Proficiency	[Paizo Inc. - Core Rulebook, p.70]
Sorcerers are proficient with all simple weapons. They are not proficient with any type of armor or shield. Armor interferes with a sorcerer's gestures, which can cause her spells with somatic components to fail.	
+1 Bonus Feat	[Paizo Inc. - Core Rulebook]
GM awarded PC with +1 feat.	
+1 Trait (Brigand)	[Paizo Inc. - Advanced Player's Guide]
GM awarded PC with +1 Trait.	

Feats

Combat Casting	[Paizo Inc. - Core Rulebook, p.119]
You are adept at spellcasting when threatened or distracted.	
You get a +4 bonus on concentration checks made to cast a spell or use a spell-like ability when casting on the defensive or while grappled.	
Empower Spell	[Paizo Inc. - Core Rulebook, p.122]
You can increase the power of your spells, causing them to deal more damage.	
All variable, numeric effects of an empowered spell are increased by half including bonuses to those dice rolls. Saving throws and opposed rolls are not affected, nor are spells without random variables. An empowered spell uses up a spell slot two levels higher than the spell's actual level.	
Improved Initiative	[Paizo Inc. - Core Rulebook, p.127]

Your quick reflexes allow you to react quickly to danger.

You get a +4 bonus on initiative checks.

Iron Will	[Paizo Inc. - Core Rulebook, p.129]
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You are more resistant to mental effects.

You get a +2 bonus on all Will saving throws.

Leadership	[Paizo Inc. - Core Rulebook, p.129]
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You attract followers to your cause and a companion to join you on your adventure.

This feat enables you to attract a loyal cohort and a number of devoted subordinates who assist you. A cohort is generally an NPC with class levels, while followers are typically lower level NPCs. See Table 5-2 for what level of cohort and how many followers you can recruit.

Spell Penetration	[Paizo Inc. - Core Rulebook, p.134]
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Your spells break through spell resistance more easily than most.

You get a +2 bonus on caster level checks (1d20 + caster level) made to overcome a creature's spell resistance.

Toughness	[Paizo Inc. - Core Rulebook, p.135]
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You have enhanced physical stamina.

You gain +10 hit points.

Eschew Materials	[Paizo Inc. - Core Rulebook, p.123]
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You can cast many spells without needing to utilize minor material components.

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.

Proficiencies

Battle Aspergillum, Bayonet, Blowgun, Boar Spear, Brass Knuckles, Cestus, Club, Heavy Crossbow, Light Crossbow, Dagger, Chain Dagger, Punching Dagger, Dart, Gaff, Gauntlet, Spiked Gauntlet, Grapple, Javelin, Longspear, Heavy Mace, Light Mace, Mere Club, Morningstar, Pliers, Quarterstaff, Rock, Shortspear, Sickle, Skull, Sling, Spear, Boar Spear, Ray Spells, Touch Spells, Splash Weapon, Stake, Unarmed Strike, Underwater Heavy Crossbow, Underwater Light Crossbow

Sorcerer Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
KNOWN	9	6	6	5	3	1	—	—	—	—
PER DAY	at will	14	8	7	6	4	—	—	—	—
Concentration	+16									

LEVEL 0 / Per Day:0 / Caster Level:10

Name	School	Time	Duration	Range	Source
□□□□ Detect Magic [V, S] TARGET: Cone-shaped emanation; EFFECT : You detect magical auras. [SR:No]	Divination	1 standard action	Concentration, up to 10 minutes [D]	60 ft.	CR:p.267
□□□□ Light [V, M/DF] TARGET: Object touched; EFFECT : This spell causes a touched object to glow like a torch. [SR:No]	Evocation [Light, WoodSchool]	1 standard action	100 minutes	Touch	CR:p.304
□□□□ Mage Hand [V, S, F] TARGET: One nonmagical, unattended object weighing up to 5 lbs.; EFFECT : You point your finger at an object and can lift it and move it at will from a distance. [SR:No]	Transmutation	1 standard action	Concentration	Close (50 ft.)	CR:p.306
□□□□ Mending [V, S] TARGET: One object of up to 10 lb.; EFFECT : This spell repairs damaged objects, restoring 1d4 hit points to the object. [SR:Yes (harmless, object); DC:16, Will negates (harmless, object)]	Transmutation [MetalSchool]	10 minutes	Instantaneous	10 ft.	CR:p.312
□□□□ Message [V, S, F] TARGET: 10 creatures; EFFECT : You can whisper messages and receive whispered replies. [SR:No]	Transmutation, AirSchool [Language-Deper]	1 standard action	100 minutes	Medium (200 ft.)	CR:p.313
□□□□ Prestidigitation [V, S] TARGET: See text; EFFECT : Prestidigitations are minor tricks that novice spellcasters use for practice. [SR:No; DC:16, See text]	Universal	1 standard action	1 hour	10 ft.	CR:p.325
□□□□ Ray of Frost [V, S] TARGET: Ray; EFFECT : A ray of freezing air and ice projects from your pointing finger dealing 1d3 points of cold damage. [SR:Yes]	Evocation, WaterSchool [Cold]	1 standard action	Instantaneous	Close (50 ft.)	CR:p.330
□□□□ Read Magic [V, S, F] TARGET: You; EFFECT : You can decipher magical inscriptions on objects—books, scrolls, weapons, and the like—that would otherwise be unintelligible.	Divination	1 standard action	100 minutes	Personal	CR:p.330
□□□□ Resistance [V, S, M/DF] TARGET: Creature touched; EFFECT : You imbue the subject with magical energy that protects it from harm, granting it a +1 resistance bonus on saves. [SR:Yes (harmless); DC:16, Will negates (harmless)]	Abjuration	1 standard action	1 minute	Touch	CR:p.334

LEVEL 1 / Per Day:14 / Caster Level:10

Name	School	Time	Duration	Range	Source
□□□□ Comprehend Languages [V, S, M/DF] TARGET: You; EFFECT : You can understand the spoken words of creatures or read otherwise incomprehensible written messages.	Divination	1 standard action	100 minutes	Personal	CR:p.258
□□□□ Enlarge Person [V, S, M] TARGET: One humanoid creature; EFFECT : This spell causes instant growth of a humanoid creature, doubling its height and multiplying its weight by 8. [SR:Yes; DC:17, Fortitude negates]	Transmutation	1 round	10 minutes [D]	Close (50 ft.)	CR:p.277
□□□□ Grease [V, S, M] TARGET: One object or 10-ft. square; EFFECT : A grease spell covers a solid surface with a layer of slippery grease. [SR:No; DC:17, See text]	Conjuration, EarthSchool (Creation)	1 standard action	10 minutes [D]	Close (50 ft.)	CR:p.291
□□□□ Magic Missile [V, S] TARGET: Up to five creatures, no two of which can be more than 15 ft. apart; EFFECT : 5 missiles that do 1d4+1 damage each. [SR:Yes]	Evocation [Force]	1 standard action	Instantaneous	Medium (200 ft.)	CR:p.309
□□□□ Protection from Evil [V, S, M/DF] TARGET: Creature touched; EFFECT : This spell wards a creature from attacks by evil creatures, from mental control, and from summoned creatures. [SR:No; see text; DC:17, Will negates (harmless)]	Abjuration [Good]	1 standard action	10 minutes [D]	Touch	CR:p.327
□□□□ Shocking Grasp [V, S] TARGET: Creature or object touched; EFFECT : Your successful melee touch attack deals 5d6 points of electricity damage. [SR:Yes]	Evocation, AirSchool [Electricity, MetalSchool]	1 standard action	Instantaneous	Touch	CR:p.343

LEVEL 2 / Per Day:8 / Caster Level:10

Name	School	Time	Duration	Range	Source
□□□□ Alter Self [V, S, M] TARGET: You; EFFECT : You can assume the form of any Small or Medium creature of the humanoid type.	Transmutation (Polymorph)	1 standard action	10 minutes [D]	Personal	CR:p.240
□□□□ Detect Thoughts [V, S, F/DF] TARGET: Cone-shaped emanation; EFFECT : You detect surface thoughts. [SR:No; DC:18, Will negates; see text]	Divination [Mind-Affecting]	1 standard action	Concentration, up to 10 minutes [D]	60 ft.	CR:p.268
□□□□ Eagle's Splendor [V, S, M/DF] TARGET: Creature touched; EFFECT : The transmuted creature becomes more poised, articulate, and personally forceful gaining a +4 enhancement bonus to Charisma. [SR:Yes; DC:18, Will negates (harmless)]	Transmutation	1 standard action	10 minutes	Touch	CR:p.275
□□□□ Resist Energy [V, S, DF] TARGET: Creature touched; EFFECT : This abjuration grants a creature limited protection from damage of whichever one of five energy types you select. [SR:Yes (harmless); DC:18, Fortitude negates (harmless)]	Abjuration, AirSchool, EarthSchool, FireSchool	1 standard action	100 minutes	Touch	CR:p.334
□□□□ Scorching Ray [V, S] TARGET: One or more rays; EFFECT : You blast your enemies with up to 2 searing beams of fire dealing 4d6 points of fire damage. [SR:Yes]	Evocation, FireSchool [Fire]	1 standard action	Instantaneous	Close (50 ft.)	CR:p.337
□□□□ See Invisibility [V, S, M] TARGET: You; EFFECT : You can see any objects or beings that are invisible within your range of vision, as well as any that are ethereal, as if they were normally visible.	Divination	1 standard action	100 minutes [D]	Personal	CR:p.339

LEVEL 3 / Per Day:7 / Caster Level:10

Name	School	Time	Duration	Range	Source
□□□□ Blink [V, S] TARGET: You; EFFECT : You "blink" quickly back and forth between the Material Plane and the Ethereal Plane and look as though you're winking in and out of reality at random.	Transmutation	1 standard action	10 rounds [D]	Personal	CR:p.250
□□□□ Haste [V, S, M] TARGET: 10 creatures, no two of which can be more than 30 ft. apart; EFFECT : The transmuted creatures move and act more quickly than normal. [SR:Yes (harmless); DC:19, Fortitude negates (harmless)]	Transmutation	1 standard action	10 rounds	Close (50 ft.)	CR:p.293
□□□□ Lightning Bolt [V, S, M] TARGET: 120-ft. line; EFFECT : You release a powerful stroke of electrical energy that deals 10d6 points of electricity damage to each creature within its area. [SR:Yes; DC:19, Reflex half]	Evocation, AirSchool [Electricity, MetalSchool]	1 standard action	Instantaneous	120 ft.	CR:p.304
□□□□ Tongues [V, M/DF] TARGET: Creature touched; EFFECT : This spell grants the creature touched the ability to speak and understand the language of any intelligent creature, whether it is a racial tongue or a regional dialect. [SR:No; DC:19, Will negates (harmless)]	Divination [WoodSchool]	1 standard action	100 minutes	Touch	CR:p.360
□□□□ Vampiric Touch [V, S] TARGET: Living creature touched; EFFECT : Your touch deals 5d6 points of damage. [SR:Yes]	Necromancy	1 standard action	Instantaneous/1 hour; see text	Touch	CR:p.364

LEVEL 4 / Per Day:6 / Caster Level:10

Name	School	Time	Duration	Range	Source
□□□□ Black Tentacles [V, S, M] TARGET: 20-ft.-radius spread; EFFECT : This spell causes a field of rubbery black tentacles to appear, burrowing up from the floor and reaching for any creature in the area. [SR:No]	Conjuration (Creation)	1 standard action	10 rounds [D]	Medium (200 ft.)	CR:p.248
□□□□ Confusion [V, S, M/DF] TARGET: All creatures in a 15-ft.-radius burst; EFFECT : This spell causes confusion in the targets, making them unable to determine their actions. [SR:Yes; DC:20, Will negates]	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	10 rounds	Medium (200 ft.)	CR:p.258
□□□□ Dimension Door [V] TARGET: You and touched objects or other touched willing creatures; EFFECT : You instantly transfer yourself from your current location to any other spot within range. [SR:No and yes (object); DC:20, None and Will negates (object)]	Conjuration (Teleportation)	1 standard action	Instantaneous	Long (800 ft.)	CR:p.269

LEVEL 5 / Per Day:4 / Caster Level:10

Name	School	Time	Duration	Range	Source
□□□□ Polymorph [V, S, M] TARGET: Living creature touched; EFFECT : This spell transforms a willing creature into an animal, humanoid or elemental of your choosing. [SR:Yes (harmless); DC:21, Will negates (harmless)]	Transmutation (Polymorph)	1 standard action	10 minutes [D]	Touch	CR:p.323

* =Domain/Specialty Spell

Caleb Tillinghast

Human

RACE

27

AGE

Male

GENDER

VISION

Chaotic Good

ALIGNMENT

Right

DOMINANT HAND

5' 10"

HEIGHT

165 lbs.

WEIGHT

green

EYE COLOUR

oily

SKIN COLOUR

black,

HAIR / HAIR STYLE

PHOBIAS

,

PERSONALITY TRAITS

INTERESTS

,

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

None

REGION

Nethys

DEITY

Humanoid

Race Type

Race Sub Type

Description:

Biography:

