

## Gnome Sorcerer

### Male gnome sorcerer 4 - CR 3

Chaotic Good Humanoid (Gnome); Deity: **Desna**; Age: **53**;  
Height: **3' 3"**; Weight: **38 lb.**; Eyes: **blue**; Hair: **blue**; Skin:  
**brown**

Ability	Score	Modifier	Temporary
<b>STR</b> STRENGTH	<b>10</b>	<b>0</b>	
<b>DEX</b> DEXTERITY	<b>10</b>	<b>0</b>	
<b>CON</b> CONSTITUTION	<b>10</b>	<b>0</b>	
<b>INT</b> INTELLIGENCE	<b>14</b>	<b>+2</b>	
<b>WIS</b> WISDOM	<b>13</b>	<b>+1</b>	
<b>CHA</b> CHARISMA	<b>18</b>	<b>+4</b>	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> (CONSTITUTION)	<b>+2</b>	=	<b>+1</b>		<b>+1</b>		
	Illusion Resistance: +2 vs. illusions						
<b>REFLEX</b> (DEXTERITY)	<b>+2</b>	=	<b>+1</b>		<b>+1</b>		
	Illusion Resistance: +2 vs. illusions						
<b>WILL</b> (WISDOM)	<b>+6</b>	=	<b>+4</b>	<b>+1</b>	<b>+1</b>		
	Illusion Resistance: +2 vs. illusions						

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
<b>AC</b> <b>11</b>	=			<b>+1</b>				

<b>Touch AC</b> <b>11</b>	<b>Flat-Footed AC</b> <b>11</b>
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Defensive Training +4: +4 dodge bonus vs. Giants

CM Bonus	+1	=	<b>+2</b>	<b>+0</b>	<b>-1</b>	-
See the Base Attack (below) for modifiers that may also apply to CMB						

CM Defense	11	=	10	<b>+2</b>	<b>+0</b>	<b>+0</b>	<b>-1</b>
See the AC section (above) for situational modifiers that may also apply to CMD							

<b>Base Attack</b>	<b>+2</b>	<b>HP</b>	<b>20</b>
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Hatred +1: +1 vs. humanoids with the goblinoid or reptilian subtype

<b>Initiative</b>	<b>+0</b>	Damage / Current HP
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<b>Speed</b>	<b>20 ft</b>
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### Dagger

Main hand: **+3, 1d3** Crit: 19-20/x2

Ranged: **+3, 1d3** Rng: 10'

Light, P/S

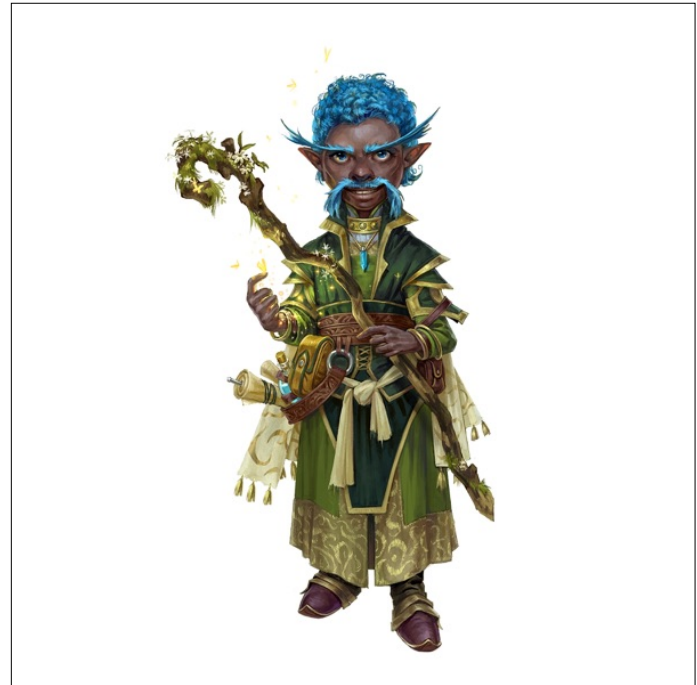
Hatred +1: +1 vs. humanoids with the goblinoid or reptilian subtype

### Darkwood quarterstaff

Both hands: **+4, 1d4** Crit: x2

Double: **+0 (Off: -4), 1d4/1d4+0** Double, B, Monk

Hatred +1: +1 vs. humanoids with the goblinoid or reptilian subtype



Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	<b>+0</b>	DEX (0)	-	
Speed greater/less than 30 ft.: -4 to jump				
<b>Appraise</b>	<b>+6</b>	INT (2)	1	
<b>Bluff</b>	<b>+4</b>	CHA (4)	-	
<b>Climb</b>	<b>+0</b>	STR (0)	-	
<b>Craft (mapmaking)</b>	<b>+10</b>	INT (2)	1	
<b>Diplomacy</b>	<b>+4</b>	CHA (4)	-	
<b>Disguise</b>	<b>+4</b>	CHA (4)	-	
<b>Escape Artist</b>	<b>+0</b>	DEX (0)	-	
<b>Fly</b>	<b>+2</b>	DEX (0)	-	
<b>Heal</b>	<b>+1</b>	WIS (1)	-	
<b>Intimidate</b>	<b>+4</b>	CHA (4)	-	
<b>Knowledge (arcana)</b>	<b>+9</b>	INT (2)	4	
<b>Knowledge (history)</b>	<b>+3</b>	INT (2)	1	
<b>Knowledge (nature)</b>	<b>+6</b>	INT (2)	1	
<b>Perception</b>	<b>+3</b>	WIS (1)	-	
<b>Ride</b>	<b>+0</b>	DEX (0)	-	
<b>Sense Motive</b>	<b>+1</b>	WIS (1)	-	
<b>Spellcraft</b>	<b>+9</b>	INT (2)	4	
<b>Stealth</b>	<b>+4</b>	DEX (0)	-	
<b>Survival</b>	<b>+1</b>	WIS (1)	-	

Mapmaker's kit: +2 circumstance bonus to avoid becoming lost when using a Mapmaker's Kit as you travel

<b>Swim</b>	<b>+0</b>	STR (0)	-
<b>Use Magic Device</b>	<b>+11</b>	CHA (4)	4

### Feats

#### Effortless Trickery

Maintain concentration on 1 illusion spell per rd as a swift action.

## Feats

### Eschew Materials

Cast spells without materials, if component cost is 1 gp or less.

### Simple Weapon Proficiency - All

Proficient with all simple weapons.

### Spell Focus (Illusion)

Spells from one school of magic have +1 to their save DC.

## Sling (10 @ 2.5 lbs)

Ranged: **+3, 1d3**

Crit: **x2**

Ranged, both hands: **+3, 1d3**

Rng: 50'

1-hand, B

**Hatred +1:** +1 vs. humanoid with the goblinoid or reptilian subtype

## Gear

**Total Weight Carried: 23.8/75 lbs, Encumbrance Ignored**

**(Light: 24.75 lbs, Medium: 49.5 lbs, Heavy: 75 lbs)**

Artisan's tools, masterwork (Craft [mapmaking]) <In: 5 lbs

Backpack (21 @ 16.125 lbs) 0.5 lbs

Bedroll <In: Backpack (21 @ 16.125 lbs)> 1.25 lbs

Belt pouch (4 @ 0.5 lbs) 0.125 lbs

Chalk <In: Belt pouch (4 @ 0.5 lbs)> -

Cloak of resistance +1 0.5 lbs

Dagger 0.5 lbs

Darkwood quarterstaff 1 lb

Flint and steel <In: Backpack (21 @ 16.125 lbs)> -

Ink, black <In: Backpack (21 @ 16.125 lbs)> -

Inkpen <In: Backpack (21 @ 16.125 lbs)> -

Journal <In: Backpack (21 @ 16.125 lbs)> 1 lb

Mapmaker's kit 2 lbs

Measuring cord (10 ft.) <In: Belt pouch (4 @ 0.5 lbs)> 0.5 lbs

Mess kit <In: Backpack (21 @ 16.125 lbs)> 1 lb

Money <In: Belt pouch (4 @ 0.5 lbs)> -

Paper x5 <In: Backpack (21 @ 16.125 lbs)> -

Potion of cure light wounds <In: Belt pouch (4 @ 0.5 lbs)> -

Powder <In: Backpack (21 @ 16.125 lbs)> 0.5 lbs

Sack (empty) <In: Backpack (21 @ 16.125 lbs)> 0.125 lbs

Silk rope <In: Backpack (21 @ 16.125 lbs)> 5 lbs

Sling (10 @ 2.5 lbs) -

Sling bullets x10 <In: Sling (10 @ 2.5 lbs)> 0.25 lbs

Soap <In: Backpack (21 @ 16.125 lbs)> 0.5 lbs

Trail rations x3 <In: Backpack (21 @ 16.125 lbs)> 0.25 lbs

Wand of detect evil (10 charges) <In: Backpack (21 @ 16.125 lbs)> -

Wand of magic missile (CL 3rd, 10 charges) -

Waterskin <In: Backpack (21 @ 16.125 lbs)> 1 lb

## Special Abilities

### Bloodline Arcana: Fey (Ex)

Whenever you cast a spell of the compulsion subschool, increase the spell's DC by +2.

### Defensive Training +4

+4 dodge bonus to AC against monsters of the Giant subtype.

### Hatred +1

+1 racial bonus on attack rolls against humanoid creatures of the reptilian and goblinoid subtypes because of their special training against these hated foes.

### Illusion Resistance

+2 racial bonus to saves against illusion spells or effects.

## Experience & Wealth

Current Cash: **You have no money!**

## Special Abilities

### Low-Light Vision

A creature with low-light vision can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of dim light. It retains the ability to distinguish color and detail under these conditions.

### Woodland Stride (Ex)

A character may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at her normal speed and without taking damage or suffering any other impairment.

## Spell-Like Abilities

Dancing Lights (1/day) ☐

Ghost Sound (1/day) ☐

Laughing Touch (7/day) (Sp) ☐☐☐☐☐☐☐☐

Prestidigitation (1/day) ☐

Speak with Animals (1/day) ☐

## Tracked Resources

Dagger ☐

Potion of cure light wounds ☐

Sling bullets ☐☐☐☐☐☐☐☐☐☐

Trail rations ☐☐☐

Wand of detect evil (10 charges) ☐☐☐☐☐☐☐☐☐☐

Wand of magic missile (CL 3rd, 10 charges) ☐☐☐☐☐☐☐☐☐☐

## Languages

Common

Gnome

Draconic

Sylvan

Giant

## Spells & Powers

**Sorcerer spells known** (CL 4th; concentration +8)

**Melee Touch +3 Ranged Touch +3**

**2nd (4/day)—minor image** (DC 18)

**1st (7/day)—color spray** (DC 17), **entangle** (DC 15),

**obscuring mist, sleep** (DC 17)

**0th (at will)—daze** (DC 16), **detect magic, light, mage**

**hand, open/close** (DC 14), **read magic**

## Situational Modifiers

### Acrobatics

**Speed greater/less than 30 ft.:** -4 to jump

### All Saves

**Illusion Resistance:** +2 vs. illusions

### Survival

**Mapmaker's kit:** +2 circumstance bonus to avoid becoming lost when using a Mapmaker's Kit as you travel

## Gnome Sorcerer – Abilities & Gear

### Effortless Trickery

### Feat

Your natural knack for illusion allows you to maintain at least one illusion spell with little effort.

**Prerequisite:** Gnome.

**Benefit:** You can maintain concentration on one spell of the illusion school as a swift action. This has no effect on spells of other schools or on illusion spells with durations that don't depend on your active concentration. While you may only maintain one spell as a swift action, you may take your move and standard actions to maintain other spells normally, if you wish.

**Normal:** Concentrating to maintain a spell is a standard action that does not provoke attacks of opportunity.

**Appears In:** Gnomes of Golarion

### Eschew Materials

### Feat

You can cast many spells without needing to utilize minor material components.

**Benefit:** 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.

### Spell Focus (Illusion)

### Feat

Choose a school of magic. Any spells you cast of that school are more difficult to resist.

**Benefit:** Add +1 to the Difficulty Class for all saving throws against spells from the school of magic you select.

**Special:** You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new school of magic.

### Defensive Training +4

### Racial Ability (Gnome)

+4 dodge bonus to AC against monsters of the Giant subtype.

### Hatred +1

### Racial Ability (Gnome)

+1 racial bonus on attack rolls against humanoid creatures of the reptilian and goblinoid subtypes because of their special training against these hated foes.

### Illusion Resistance

### Racial Ability (Gnome)

+2 racial bonus to saves against illusion spells or effects.

### Low-Light Vision

### Racial Ability, Senses

A creature with low-light vision can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of dim light. It retains the ability to distinguish color and detail under these conditions.

### Bloodline Arcana: Fey (Ex)

### Class Ability (Sorcerer)

Whenever you cast a spell of the compulsion subschool, increase the spell's DC by +2.

### Laughing Touch (7/day) (Sp)

### Class Ability (Sorcerer)

At 1st level, you can cause a creature to burst out laughing for 1 round as a melee touch attack. A laughing creature can only take a move action but can defend itself normally. Once a creature has been affected by laughing touch, it is immune to its effects for 24 hours. You can use this ability a number of times per day equal to 3 + your Charisma modifier. This is a mind-affecting effect.

### Woodland Stride (Ex)

### Class Ability (Sorcerer)

A character may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at her normal speed and without taking damage or suffering any other impairment.

Thorns, briars, and overgrown areas that have been magically manipulated to impede motion, however, still affect her.

### Mapmaker's kit

### Gear

This small kit contains a simple slate with a grid carved into its surface and a number of differently colored pieces of chalk. If you use this kit to draw a map as you travel, you receive a +2 circumstance bonus on Survival skill checks to avoid becoming lost.

**Appears In:** Advanced Player's Guide, Ultimate Equipment, Jade Regent

### Wand of detect evil (10 charges)

### Wand

#### Detect Evil

You can sense the presence of evil. The amount of information revealed depends on how long you study a particular area or subject.

1st Round: Presence or absence of evil.

2nd Round: Number of evil auras (creatures, objects, or spells) in the area and the power of the most potent evil aura present. If you are of good alignment, and the strongest evil aura's power is overwhelming (see below), and the HD or level of the aura's source is at least twice your character level, you are stunned for 1 round and the spell ends.

3rd Round: The power and location of each aura. If an aura is outside your line of sight, then you discern its direction but not its exact location.

**Aura Power:** An evil aura's power depends on the type of evil creature or object that you're detecting and its HD, caster level, or (in the case of a cleric) class level; see the table on the previous page. If an aura falls into more than one strength category, the spell indicates the stronger of the two.

**Lingering Aura:** An evil aura lingers after its original source dissipates (in the case of a spell) or is destroyed (in the case of a creature or magic item). If detect evil is cast and directed at such a location, the spell indicates an aura strength of dim (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original power:

Original Strength Duration of Lingering Aura

Faint 1d6 rounds Moderate 1d6 minutes Strong 1d6 x 10 minutes Overwhelming 1d6 days

Animals, traps, poisons, and other potential perils are not evil, and as such this spell does not detect them. Creatures with actively evil intents count as evil creatures for the purpose of this spell. Each round, you can turn to detect evil in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

**Wand of magic missile (CL 3rd, 10 charges) Wand**

**Magic Missile**

A missile of magical energy darts forth from your fingertip and strikes its target, dealing 1d4+1 points of force damage. The missile strikes unerringly, even if the target is in melee combat, so long as it has less than total cover or total concealment. Specific parts of a creature can't be singled out. Objects are not damaged by the spell. For every two caster levels beyond 1st, you gain an additional missile - two at 3rd level, three at 5th, four at 7th, and the maximum of five missiles at 9th level or higher. If you shoot multiple missiles, you can have them strike a single creature or several creatures. A single missile can strike only one creature. You must designate targets before you check for spell resistance or roll damage.

**Cloak of resistance +1 Wondrous Item (Shoulders)**

Flecks of silver or steel are often sown amid the fabric of these magical cloaks. This garment offers magic protection in the form of a +1 resistance bonus on all saving throws (Fortitude, Reflex, and Will).

**Construction**

**Requirements:** Craft Wondrous Item, *resistance*, creator's caster level must be at least three times the cloak's bonus; **Cost** 500 gp