

Melici

Character Name
Sorcerer 9
CLASS

Vincent

Player Name
Tiefling (Demon-Spawn) / Outsider
RACE

Nethys

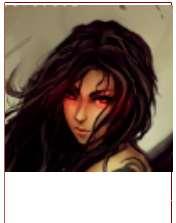
Deity
Medium / 5 ft.
SIZE / FACE

Jalmeray

Region
5' 9" / 140 lbs.
HEIGHT / WEIGHT

Neutral

Alignment
93504-3
CHARACTER ID



9 () 24 / 27 21 Female
Character Level (CR) EXP/NEXT LEVEL AGE GENDER

One yellow and the other red Black, long Exchange Faction
EYES HAIR FACTION

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	HP	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
STR Strength	20	+5	20	+5			70				Walk 30 ft.
DEX Dexterity	12	+1	12	+1			AC armor class	TOTAL: 13	FLAT: 12	TOUCH: 12	
CON Constitution	12	+1	14	+2			INITIATIVE modifier	TOTAL: +1	DEX MODIFIER: +1	MISC MODIFIER: +0	
INT Intelligence	9	-1	9	-1			Encumbrance	TOTAL: Light	MISS CHANCE: 0	ARCANE SPELL FAILURE: +0	ARMOR CHECK PENALTY: 0
WIS Wisdom	10	+0	10	+0					SPELL RESIST: 0	ACID RESIST: 0	COLD RESIST: 10
CHA Charisma	20	+5	22	+6					ELECT. RESIST: 5	FIRE RESIST: 5	

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP
FORTITUDE (constitution)	+7	+3	+2	+1	+1	+0	
REFLEX (dexterity)	+5	+3	+1	+1	+0	+0	
WILL (wisdom)	+7	+6	+0	+1	+0	+0	

Conditional Save Modifiers:
+4 vs. poison
As long as you are under the effects of any spell, you gain a +2 trait bonus on saving throws against death effects.

MELEE attack bonus	TOTAL: +10	BASE ATTACK BONUS: +4	STAT: +5	SIZE: +0	MISC: +1	EPIC: 0	TEMP: 0
RANGED attack bonus	TOTAL: +6	BASE ATTACK BONUS: +4	STAT: +1	SIZE: +0	MISC: +1	EPIC: 0	TEMP: 0
CMB attack bonus	TOTAL: +9	BASE ATTACK BONUS: +4	STAT: +5	SIZE: +0	MISC: 0	EPIC: 0	TEMP: 0
CMB	GRAPPLE: +9	TRIP: +9	DISARM: +9	SUNDER: +9	BULL RUSH: +9	OVERRRUN: +9	
CMD	21	21	21	21	21	21	

UNARMED (nonlethal only)	TOTAL ATTACK BONUS: +11	DAMAGE: 1d3+6	CRITICAL: 20/x2	REACH: 5 ft.
Special Properties:	unarmed and natural attacks do +1d6 cold damage			

*Claw	HAND: Primary	TYPE: BS	SIZE: M	CRITICAL: 20/x2	REACH: 5 ft.
TOTAL ATTACK BONUS: +12/+12	DAMAGE: 1d6+6				

*Longspear	HAND: Both	TYPE: P	SIZE: M	CRITICAL: 20/x3	REACH: 10 ft.
TOTAL ATTACK BONUS: +10	DAMAGE: 1d8+7				
Special Properties:	brace				

Keros Oil (Flask)	HAND: Equipped	TYPE: F	SIZE: M	CRITICAL: 20/x2	REACH: 5 ft.
5 ft.	10 ft.	15 ft.	20 ft.	25 ft.	
TH: +6	+4	+2	+0	-2	
Dam: 1d3+5	1d3+5	1d3+5	1d3+5	1d3+5	
Special Properties:	Taking a mouthful from the bottle is a standard action.				

*: 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
*Ring of Protection +1		+1	+0	0	

TOTAL SKILLPOINTS: 9	SKILLS	MAX RANKS: 9/9			
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓ Acrobatics	DEX	1	=	1	
✓ Appraise	INT	-1	=	-1	
✓ Bluff	CHA	6	=	6	
✓ Climb	STR	5	=	5	
✓ Craft (Untrained)	INT	-1	=	-1	
✓ Diplomacy	CHA	6	=	6	
✓ Disguise	CHA	6	=	6	
✓ Escape Artist	DEX	1	=	1	
✓ Fly	DEX	9	=	1 + 1 + 7	
✓ Heal	WIS	0	=	0	
✓ Intimidate	CHA	18	=	6 + 7 + 5	
✓ Knowledge (Planes)	INT	3	=	-1 + 1 + 3	
✓ Perception	WIS	0	=	0	
✓ Perform (Untrained)	CHA	6	=	6	
✓ Ride	DEX	1	=	1	
✓ Sense Motive	WIS	0	=	0	
✓ Stealth	DEX	1	=	1	
✓ Survival	WIS	0	=	0	
✓ Swim	STR	5	=	5	
Use Magic Device	CHA	10	=	6 + 1 + 3	
			=	+ +	
			=	+ +	

Conditional Skill Modifiers:
+1 bonus on Knowledge (planes) checks when making checks regarding demons
+2 circumstance bonus on Diplomacy checks when dealing with guards and city officials within Absalom
+4 bonus to Diplomacy with members of the character's faction
+2 circumstance bonus to Diplomacy with Dwarves
+2 bonus to Diplomacy and Intimidate against lycanthropes
+2 competence bonus on Knowledge (planes or religion) checks regarding daemons, demons and devils
+1 circumstance bonus to any Intelligence or Charisma-based checks made in Absalom

Claws
Rounds per Day: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Claws (Su): You can grow claws as a free action. These claws are treated as natural weapons, allowing you to make two claw attacks as a full attack action using your full base attack bonus. These attacks deal 1d6 points of damage each (1d4 if you are Small) plus your Strength modifier. You can use your claws for 9 rounds per day. These rounds do not need to be consecutive. [Paizo Inc. - Core Rulebook, p.73]

Dagger (Alchemical Silver)		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	PS	M	19-20/x2	5 ft.
	To Hit	Dam		To Hit	Dam	
1H-P	+10	1d4+4	2W-P-(OH)	+4	1d4+4	
1H-O	+6	1d4+1	2W-P-(OL)	+6	1d4+4	
2H	+10	1d4+4	2W-OH	+2	1d4+1	
	10 ft.	20 ft.	30 ft.	40 ft.	50 ft.	
TH	+6	+4	+2	+0	-2	
Dam	1d4+4	1d4+4	1d4+4	1d4+4	1d4+4	

Special Properties: 10 hp/inch, hardness 8

Mace, Heavy		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	B	M	20/x2	5 ft.
	To Hit	Dam		To Hit	Dam	
1H-P	+10	1d8+5	2W-P-(OH)	+4	1d8+5	
1H-O	+6	1d8+2	2W-P-(OL)	+6	1d8+5	
2H	+10	1d8+7	2W-OH	+0	1d8+2	

EQUIPMENT		ITEM	LOCATION	QTY	WT / COST
		Mask of the Tiger's Eye	Equipped	1	1 / 55
		Amulet of Mighty Fists +1 Frost	Equipped	1	0 / 16,000
		<small>(+1/Frost Amulet of Mighty Fists), unarmed and natural attacks do +1d6 cold damageAura: faint evocation, Caster Level: 5th, Construction Cost: 2,000 gp (+1), 8,000 gp (+2), 18,000 gp (+3), 32,000 gp (+4), 50,000 gp (+5), Construction Requirements: Craft Wondrous Item, greater magic fang, creator's caster level must be at least three times the amulet's bonus, plus any requirements of the melee weapon special abilities, Slot: neck</small>			
		Shifter's Headband (CHA) +2	Equipped	1	0 / 4,500
		Ring of Protection +1	Equipped	1	0 / 2,000
		<small>Aura: faint abjuration, Caster Level: 5th, Construction Cost: 1,000 gp, Construction Requirements: Forge Ring, shield of faith, caster must be of a level at least three times the bonus of the ring, Slot: ring</small>			
		Claw	Equipped	1	0 / 0
		Longspear	Equipped	1	9 / 5
		Robe of Arcane Heritage	Equipped	1	1 / 16,000
		Cloak of Resistance +1	Equipped	1	1 / 1,000
		<small>Aura: faint abjuration, Caster Level: 5th, Construction Cost: 500 gp, Construction Requirements: Craft Wondrous Item, resistance, creator's caster level must be at least three times the cloak's bonus, Slot: shoulders</small>			
		Belt of Mighty Constitution +2	Equipped	1	1 / 4,000
		<small>Aura: moderate transmutation, Caster Level: 8th, Construction Cost: 2,000 gp, Construction Requirements: Craft Wondrous Item, bear's endurance, Slot: belt</small>			
		Outfit (Scholar's)	Equipped	1	6 / 0
		Wand of Shield	Wrist Sheath, Spring Loaded	1	0.1 / 615
		<small>Shield creates an invisible shield of force that hovers in front of you.</small>			
		Tunic of Careful Casting	Equipped	1	1 / 5,000
		<small>+2 Concentration</small>			
		Wrist Sheath, Spring Loaded	Equipped	1	1 / 5
		<small>Holds 1 forearm-length item or five arrows or bolts. Swift action to release 1 or more items (provokes as normal). +2 on Sleight of Hand to hide items in sheath. Can wear one wrist sheath per arm. Full-round action to insert item.0.06 lbs., 1 Wand of Shield</small>			
		Wrist Sheath, Spring Loaded	Equipped	1	1 / 5
		<small>Holds 1 forearm-length item or five arrows or bolts. Swift action to release 1 or more items (provokes as normal). +2 on Sleight of Hand to hide items in sheath. Can wear one wrist sheath per arm. Full-round action to insert item.0.06 lbs., 1 Wand of Infernal Healing</small>			
		Pouch, Belt	Equipped	1	0.5 / 1
		<small>0.02 lbs., 1 Scroll (Touch of the Sea), 1 Scroll of Liberating Command</small>			
		Ioun Stone (Magenta Prism - Cracked)	Equipped	1	0 / 800
		<small>+2 competence to a skill, skill can be changed at fixed day point only.</small>			
		Wayfinder (Pathfinder Society Discount)	Equipped	1	1 / 250
		<small>light at will, +2 competence to Survival (avoid becoming lost), can contain an ioun stone, (Wayfinder)</small>			
		Backpack, Masterwork	Equipped	1	4 / 50
		<small>9 lbs., 1 Jewelry, 1 Allnight, 1 Antitoxin, 1 Crowbar, 1 Keros Oil (Flask), 10 Night Tea, 1 Hot Weather Outfit</small>			
		Jewelry	Backpack, Masterwork	1	0 / 50
		Allnight	Backpack, Masterwork	1	0 / 75
		<small>Eliminate fatigue for 8 hours, -2 to all skill checks, exhausted at end of effect.</small>			
		Antitoxin	Backpack, Masterwork	1	0 / 50
		<small>+5 alchemical bonus to Fortitude saves against poison for 1 hour, gain a +5 alchemical bonus on Fortitude saving throws against poison for 1 hour.</small>			
		Crowbar	Backpack, Masterwork	1	5 / 2
		<small>+2 circumstance bonus to Strength checks to force open a door or chest</small>			
		Keros Oil (Flask)	Backpack, Masterwork	1	0 / 5
		<small>Taking a mouthful from the bottle is a standard action.</small>			
		Night Tea	Backpack, Masterwork	10	0 (0) / 0.1 (1)
		<small>Renders female target sterile for 1 day</small>			
		Hot Weather Outfit	Backpack, Masterwork	1	4 / 8
		Case, Scroll	Equipped	1	0.5 / 1
		<small>0.02 lbs., 1 Scroll (Touch of the Sea), 1 Scroll of Liberating Command</small>			
		Scroll (Touch of the Sea)	Case, Scroll	1	0 / 25
		TOTAL WEIGHT CARRIED/VALUE 63.23 lbs., 55,280gp			

EQUIPMENT		ITEM	LOCATION	QTY	WT / COST
		<small>(Scroll (Touch of the Sea/Wizard/1st/Arcane/Minor)), (Scroll (Touch of the Sea/Wizard/1st/Arcane/Minor))</small>			
		Scroll (Touch of the Sea)	Pouch, Belt	1	0 / 25
		<small>(Scroll (Touch of the Sea/Wizard/1st/Arcane/Minor)), (Scroll (Touch of the Sea/Wizard/1st/Arcane/Minor))</small>			
		Scroll of Liberating Command	Case, Scroll	1	0 / 25
		<small>(Scroll (Liberating Command/Wizard/1st/Arcane/Minor))</small>			
		Scroll of Liberating Command	Pouch, Belt	1	0 / 25
		<small>(Scroll (Liberating Command/Wizard/1st/Arcane/Minor))</small>			
		Ioun Stone, Pale green Prism - Cracked ~ Attacks	Equipped	1	0 / 4,000
		Potion (Touch of the Sea/Wizard/1st)	Equipped	1	0 / 50
		Rope, Silk (50 ft.)	Equipped	1	5 / 10
		Spear-thrower	Equipped	1	1 / 1
		<small>Double range of dart, javelin, or shortspear. Move action to load.</small>			
		Tindertwig	Equipped	1	0 / 1
		Torch	Equipped	1	1 / 0
		<small>Bright Illumination: 20 ft., Duration: 1 hr., Shadowy Illumination: 40 ft.</small>			
		Waterskin, Filled	Equipped	1	4 / 1
		Dagger (Alchemical Silver)	Carried	1	1 / 22
		<small>10 hp/inch, hardness 8</small>			
		Mace, Heavy	Carried	1	8 / 12
		Outfit, Courtier's	Carried	1	6 / 30
		Cat (Hunting)		1	100 / 100
		Dog, Guard		1	90 / 25
		Wand of Infernal Healing	Wrist Sheath, Spring Loaded	1	0.1 / 225
		<small>(Wand (Infernal Healing/Wizard/1st))</small>			
		Wand of Mage Armor	Equipped	1	0.1 / 225
		<small>An invisible but tangible field of force surrounds the subject of a mage armor spell, providing a +4 armor bonus to AC.</small>			
		TOTAL WEIGHT CARRIED/VALUE		63.23 lbs.	55,280gp

WEIGHT ALLOWANCE		
Light	153	Medium 306
Lift over head	460	Lift off ground 920
		Heavy 460
		Push / Drag 2300

MONEY
Total= 0 gp [Unspent Funds = 2,195.39 gp]

MAGIC
Languages
Abyssal, Common

Other Companions

Traits
Beast Bully [Paizo Inc. - Blood of Fiends, p.30]

You have learned how to exploit the fear felt by creatures of the natural world when they sense the shadow in your soul. You can make an Intimidate check instead of a Handle Animal check when trying to handle or push an animal.

Diabolical Dabber
[Paizo Inc. - Cheliox, Empire of Devils, p.19]

Each fiendish animal you conjure with any summon spell gains +1 hit point per hit die for the duration of the spell that summoned it.

Dirty Fighter
[Paizo Inc. - Advanced Player's Guide, p.328]

You wouldn't have lived to make it out of childhood without the aid of a sibling, friend, or companion on whom you could always count to distract your enemies long enough to do a little bit more damage than normal. When you hit a foe you are flanking, you deal an additional 1 point of damage (this damage is added to your base damage, and is multiplied on a critical hit). This additional damage is a trait bonus.

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
Claws (Su) [Paizo Inc. - Core Rulebook, p.73]

You can grow claws as a free action. These claws are treated as natural weapons, allowing you to make two claw attacks as a full attack action using your full base attack bonus. These attacks deal 1d6 points of damage each (1d4 if you are Small)

plus your Strength modifier. You can use your claws for 9 rounds per day. These rounds do not need to be consecutive.

Special Qualities

Abyssal Bloodline	[Paizo Inc. - Core Rulebook, p.72]
Generations 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. You might sometimes have urges to chaos or evil, but your destiny (and alignment) is up to you.	
Bloodline Arcana	[Paizo Inc. - Core Rulebook, p.73]
Whenever you cast a spell of the summoning subschool, the creatures summoned gain DR 6/good. This does not stack with any DR the creature might have.	
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.	
Darkvision (Ex)	[Paizo Inc. - Bestiary]
Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.	
Demon Resistances (Ex)	[Paizo Inc. - Core Rulebook, p.73]
You gain resist electricity 10 and a +4 bonus on saving throws made against poison.	
Demon-Spawn Spell-Like Ability	[Paizo Inc. - Blood of Fiends, p.20]
Demon-Spawn tieflings can use shatter 1/day as a spell-like ability.	
Fiendish Language (Ex)	[Paizo Inc. - Bestiary, p.169]
Tieflings speak either Abyssal or Infernal.	
Fiendish Sorcery (Ex)	[Paizo Inc. - Bestiary, p.169]
Tiefling sorcerers with the Abyssal or Infernal bloodlines treat their Charisma score as 2 points higher for all sorcerer class abilities.	
Resistance to Electricity (Ex)	[Paizo Inc. - Bestiary, p.303]
You may ignore 10 points of Electricity damage each time you take electricity damage.	
Resistance to Fire (Ex)	[Paizo Inc. - Bestiary, p.303]
You may ignore 5 points of Fire damage each time you take fire damage.	
Scaled Skin (Fire) (Ex)	[Paizo Inc. - Advanced Race Guide, p.169]
You gain fire resistance 5 and a +1 natural armor bonus to AC.	
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.	
Strength of the Abyss (Ex)	[Paizo Inc. - Core Rulebook, p.73]
You gain a +4 inherent bonus to your Strength.	
Vestigial Wings	[Paizo Inc. - Advanced Race Guide, p.169]
Some tieflings possess a pair of undersized, withered, or stunted wings like a mockery of those of their fiendish forbearer. Sometimes these wings are leathery, like those of a bat. Other times they are covered with a scattering of black, red, or violet feathers. Rare manifestations can take even more bizarre forms. These wings do not provide the lift required for actual flight, but do have enough power to aid flight attained by some other method, and grant a +4 racial bonus on Fly skill checks. This racial trait replaces skilled.	
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.	

Prestige Awards

Current Prestige Points (4x)	[Paizo Inc. - Guide To Pathfinder Society Organized Play, p.22]
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The character has 4 current prestige points.

Fame (46x)	[Paizo Inc. - Guide To Pathfinder Society Organized Play, p.9]
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The character has accumulated 46 Fame. He has a +4 to Diplomacy with members of his faction. Maximum Item Cost: 1886000 gp

Caravan (Intimidate)

[Paizo Inc. - Pathfinder Society Primer, p.61]

You own a controlling share in a caravan that makes regular trips through the Inner Sea region. You aren't required to maintain a presence in the caravan, and thus do not need to accompany the caravan as it makes its journeys, but you do shoulder some of the responsibility of ownership. For the most part, this means handling things like representing the caravan's interests to important merchants, politicians, and aristocrats. When you first purchase your caravan, you must decide how you wish to represent the caravan's interests - this decides what additional skill you can use to make Day Job checks. If you wish to represent the caravan as an upstanding citizen and above-the-board merchant, you can use Diplomacy to make Day Job rolls. If, on the other hand, you want to skirt the laws, focus on smuggling, and otherwise use deception to maintain the caravan's success, you can use Bluff to make Day Job rolls. Finally, if you want to have your caravan be especially well guarded and use blatant shows of force to get what you need, you can use Intimidate to make Day Job rolls.

Expert Entrepreneur (Qadira Faction)

[Paizo Inc. - Pathfinder Society Field Guide, p.19]

Expert Entrepreneur (Qadira, Fame 10, 5 PP) Through your many connections with the merchants and traders of Katheer, you learn how to better earn money with your own entrepreneurial endeavors. Whenever you make a Day Job check (see pages 2-3), you may reroll any result of 10 or less. You must take the second result, even if it is lower. This ability may not be combined with any other ability granting a reroll.

Fence Contact (Sczarni Faction)

[Paizo Inc. - Pathfinder Society Field Guide, p.20]

Fence Contact (Sczarni, Fame 20, 4 PP) Once per game session, when selling any item, you may use a Sczarni fence who gets you an additional 10% return on its sale. This additional value is calculated as 10% of the normal resale value of the item.

Free purchase up to 750 gp (3x)

[Paizo Inc. - Guide To Pathfinder Society Organized Play, p.3]

Free purchase up to 750 gp (2 PP)

Master of Trade (Qadira Faction)

[Paizo Inc. - Pathfinder Society Field Guide, p.19]

Master of Trade (Qadira, Fame 20, 4 PP) Using faction contacts and mercantile experience, you can always get yourself the best deal when buying goods. Once per game session, you may make any single purchase you could normally make at a 10% discount. This discount is not available on spellcasting services or material components.

Retraining (18x)

[Paizo Inc. - Guide To Pathfinder Society Organized Play, p.10]

The character has spent prestige points to retrain.

Feats

Additional Traits	[Paizo Inc. - Advanced Player's Guide, p.150]
You have more traits than normal	
Arcane Strike	[Paizo Inc. - Core Rulebook, p.118]
As a swift action, you can imbue your weapons with a fraction of your power. For 1 round, you gain a +2 damage bonus and your weapons are treated as magic for the purpose of overcoming damage reduction.	
As a swift action, you can imbue your weapons with a fraction of your power. For 1 round, your weapons deal +1 damage and are treated as magic for the purpose of overcoming damage reduction. For every five caster levels you possess, this bonus increases by +1, to a maximum of +5 at 20th level.	
Augment Summoning	[Paizo Inc. - Core Rulebook, p.118]
Your summoned creatures are more powerful and robust than most.	
Each creature you conjure with any summon spell gains a +4 enhancement bonus to Strength and Constitution for the duration of the spell that summoned it.	
Spell Focus (Conjuration)	[Paizo Inc. - Core Rulebook, p.134]
Any spells you cast of your chosen school of magic are more difficult to resist.	
Add +1 to the Difficulty Class for all saving throws against spells from the school of magic you select.	
Weapon Focus (Claw)	[Paizo Inc. - Core Rulebook, p.136]
You are especially good at using your chosen weapon.	
You gain a +1 bonus on all attack rolls you make using the selected weapon.	
Eschew Materials	[Paizo Inc. - Core Rulebook, p.123]
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.	
Power Attack	[Paizo Inc. - Core Rulebook, p.131]

You can make exceptionally deadly melee attacks by sacrificing accuracy for strength.

You can choose to take a -2 penalty on all melee attack rolls and combat maneuver checks to gain a +4 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (-50%) if you are making an attack with an off-hand weapon or secondary natural weapon. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

PFS Chronicles

**PFS Scenario #0-17 Perils of the Pirate Pact
(Subtier 6-7)**

**[Paizo Inc. - Pathfinder
Society Chronicle Sheets]**

Proficiencies

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

Templates

Race Bonus Language ~ Modern Human Language

Innate Racial Spells

Name	School	Time	Duration	Range	Source
<input type="checkbox"/> Shatter	Evocation, EarthSchool [Sonic, MetalSchool]	1 standard action	Instantaneous	Close (45 ft.)	CR:p.341

[V, S, M/DF] TARGET: Or Target 5-ft.-radius spread; or one solid object or one crystalline creature; **EFFECT:** Shatter creates a loud, ringing noise that breaks brittle, nonmagical objects; sunders a single solid, nonmagical object; or damages a crystalline creature. Used as an area attack, shatter destroys nonmagical objects of crystal, glass, ceramic, or porcelain. All such objects within a 5-foot radius of the point of origin are smashed into dozens of pieces by the spell. Objects weighing more than 1 pound per your level are not affected, but all other objects of the appropriate composition are shattered. Alternatively, you can target shatter against a single solid nonmagical object, regardless of composition, weighing up to 10 pounds per caster level. Targeted against a crystalline creature [of any weight], shatter deals 1d6 points of sonic damage per caster level [maximum 10d6], with a Fortitude save for half damage. **[SR:Yes; DC:18, Will negates (object); Will negates (object) or Fortitude half; see text]**

*=Domain/Specialty Spell

Wayfinder Spell-like Abilities

Name	School	Time	Duration	Range	Source
At Will Light	Evocation [Light, WoodSchool]	1 standard action	50 minutes	Touch	CR:p.304

[V, M/DF] TARGET: Object touched; **EFFECT:** This spell causes a touched object to glow like a torch, shedding normal light in a 20-foot radius, and increasing the light level for an additional 20 feet by one step, up to normal light [darkness becomes dim light, and dim light becomes normal light]. In an area of normal or bright light, this spell has no effect. The effect is immobile, but it can be cast on a movable object. You can only have one light spell active at any one time. If you cast this spell while another casting is still in effect, the previous casting is dispelled. If you make this spell permanent [through permanency or a similar effect], it does not count against this limit. Light can be used to counter or dispel any darkness spell of equal or lower spell level. **[SR:No]**

*=Domain/Specialty Spell

Sorcerer Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
KNOWN	8	6	5	4	3	—	—	—	—	—
PER DAY	at will	8	8	7	5	—	—	—	—	—
Concentration	+15									

LEVEL 0 / Per Day:0 / Caster Level:9

Name	School	Time	Duration	Range	Source
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Acid Splash	Conjuration, EarthSchool (Creation) [Acid]	1 standard action	Instantaneous	Close (45 ft.)	CR:p.239
[V, S] TARGET: One missile of acid; EFFECT: You fire a small orb of acid at the target. You must succeed on a ranged touch attack to hit your target. The orb deals 1d3 points of acid damage. This acid disappears after 1 round. [SR:No]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Detect Magic	Divination	1 standard action	Concentration, up to 9 minutes [D]	60 ft.	CR:p.267
[V, S] TARGET: Cone-shaped emanation; EFFECT: You detect magical auras. The amount of information revealed depends on how long you study a particular area or subject. 1st Round: Presence or absence of magical auras. 2nd Round: Number of different magical auras and the power of the most potent aura. 3rd Round: The strength and location of each aura. If the items or creatures bearing the auras are in line of sight, you can make Knowledge [arcana] skill checks to determine the school of magic involved in each. Make one check per aura: DC 15 + spell level, or 15 + 1/2 caster level for a nonspell effect. If the aura emanates from a magic item, you can attempt to identify its properties [see Spellcraft]. Magical areas, multiple types of magic, or strong local magical emanations may distort or conceal weaker auras. Aura Strength: An aura's power depends on a spell's functioning spell level or an item's caster level; see the accompanying table. If an aura falls into more than one category, detect magic indicates the stronger of the two. Lingering Aura: A magical aura lingers after its original source dissipates [in the case of a spell] or is destroyed [in the case of a magic item]. If detect magic 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 Outsiders and elementals are not magical in themselves, but if they are summoned, the conjuration spell registers. Each round, you can turn to detect magic 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. Detect magic can be made permanent with a permanency spell. [SR:No]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Detect Poison	Divination	1 standard action	Instantaneous	Close (45 ft.)	CR:p.268
[V, S] TARGET: Or Area one creature, one object, or a 5-ft. cube; EFFECT: You determine whether a creature, object, or area has been poisoned or is poisonous. You can determine the exact type of poison with a DC 20 Wisdom check. A character with the Craft [alchemy] skill may try a DC 20 Craft [alchemy] check if the Wisdom check fails, or may try the Craft [alchemy] check prior to the Wisdom check. 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. [SR:No]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Mage Hand	Transmutation	1 standard action	Concentration	Close (45 ft.)	CR:p.306
[V, S] 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. As a move action, you can propel the object as far as 15 feet in any direction, though the spell ends if the distance between you and the object ever exceeds the spell's range. [SR:No]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Message	Transmutation, AirSchool [Language-Deper]	1 standard action	90 minutes	Medium (190 ft.)	CR:p.313
[V, S, F] TARGET: 9 creatures; EFFECT: You can whisper messages and receive whispered replies. Those nearby can hear these messages with a DC 25 Perception check. You point your finger at each creature you want to receive the message. When you whisper, the whispered message is audible to all targeted creatures within range. Magical silence, 1 foot of stone, 1 inch of common metal [or a thin sheet of lead], or 3 feet of wood or dirt blocks the spell. The message does not have to travel in a straight line. It can circumvent a barrier if there is an open path between you and the subject, and the path's entire length lies within the spell's range. The creatures that receive the message can whisper a reply that you hear. The spell transmits sound, not meaning; it doesn't transcend language barriers. To speak a message, you must mouth the words and whisper. [SR:No]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Read Magic	Divination	1 standard action	90 minutes	Personal	CR:p.330
[V, S, F] TARGET: You; EFFECT: You can decipher magical inscriptions on objects—books, scrolls, weapons, and the like—that would otherwise be unintelligible. This deciphering does not normally invoke the magic contained in the writing, although it may do so in the case of a cursed or trapped scroll. Furthermore, once the spell is cast and you have read the magical inscription, you are thereafter able to read that particular writing without recourse to the use of read magic. You can read at the rate of one page [250 words] per minute. The spell allows you to identify a glyph of warding with a DC 13 Spellcraft check, a greater glyph of warding with a DC 16 Spellcraft check, or any symbol spell with a Spellcraft check [DC 10 + spell level]. Read magic can be made permanent with a permanency spell.					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Spark	Evocation, FireSchool [Fire]	1 standard action	Instantaneous	Close (45 ft.)	APG:p.246
[V or S] TARGET: one Fine object; EFFECT: You can make an unattended Fine flammable object catch on fire. This works as if you were using flint and steel except that you can use spark in any sort of weather and it takes much less time to actually ignite an object. [SR:Yes (object); DC:16, Fortitude negates (object)]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Touch of Fatigue	Necromancy	1 standard action	9 rounds	Touch	CR:p.360
[V, S, M] TARGET: Creature touched; EFFECT: You channel negative energy through your touch, fatiguing the target. You must succeed on a touch attack to strike a target. The subject is immediately fatigued for the spell's duration. This spell has no effect on a creature that is already fatigued. Unlike with normal fatigue, the effect ends as soon as the spell's duration expires. [SR:Yes; DC:16, Fortitude negates]					

LEVEL 1 / Per Day:8 / Caster Level:9

Name	School	Time	Duration	Range	Source
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Break	Transmutation	1 standard action	Instantaneous	Close (45 ft.)	APG:p.207
[V, S, M] TARGET: one Medium or smaller object; EFFECT: You can attempt to break or at least damage any one Medium or smaller object within range. If the target fails its Fortitude saving throw, it gains the broken condition. If cast on a broken item, that item is destroyed on a failed save. [SR:Yes (object); DC:17, Fortitude negates (object)]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Cause Fear	Necromancy [Fear, Mind-Affecting, Emoti]	1 standard action	1d4 rounds or 1 round; see text	Close (45 ft.)	CR:p.252
[V, S] TARGET: One living creature with 5 or fewer HD; EFFECT: The affected creature becomes frightened. If the subject succeeds on a Will save, it is shaken for 1 round. Creatures with 6 or more HD are immune to this effect. Cause fear counters and dispels remove fear. [SR:Yes; DC:17, Will partial]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Charm Person	Enchantment (Charm) [Mind-Affecting, Wo]	1 standard action	9 hours	Close (45 ft.)	CR:p.254
[V, S] TARGET: One humanoid creature; EFFECT: This charm makes a humanoid creature regard you as its trusted friend and ally [treat the target's attitude as friendly]. If the creature is currently being threatened or attacked by you or your allies, however, it receives a +5 bonus on its saving throw. The spell does not enable you to control the charmed person as if it were an automaton, but it perceives your words and actions in the most favorable way. You can try to give the subject orders, but you must win an opposed Charisma check to convince it to do anything it wouldn't ordinarily do. [Retries are not allowed.] An affected creature never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing. Any act by you or your apparent allies that threatens the charmed person breaks the spell. You must speak the person's language to communicate your commands, or else be good at pantomiming. [SR:Yes; DC:17, Will negates]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Chill Touch	Necromancy	1 standard action	Instantaneous	Touch	CR:p.255
[V, S] TARGET: Up to 9 creatures touched; EFFECT: A touch from your hand, which glows with blue energy, disrupts the life force of living creatures. Each touch channels negative energy that deals 1d6 points of damage. The touched creature also takes 1 point of Strength damage unless it makes a successful Fortitude saving throw. You can use this melee touch attack up to one time per level. An undead creature you touch takes no damage of either sort, but it must make a successful Will saving throw or flee as if panicked for 1d4 rounds + 1 round per caster level. [SR:Yes; DC:17, Fortitude partial or Will negates; see text]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Comprehend Languages	Divination	1 standard action	90 minutes	Personal	CR:p.258
[V, S, M/DF] TARGET: You; EFFECT: You can understand the spoken words of creatures or read otherwise incomprehensible written messages. The ability to read does not necessarily impart insight into the material, merely its literal meaning. The spell enables you to understand or read an unknown language, not speak or write it. Written material can be read at the rate of one page [250 words] per minute. Magical writing cannot be read, though the spell reveals that it is magical. This spell can be foiled by certain warding magic [such as the secret page and illusory script spells]. It does not decipher codes or reveal messages concealed in otherwise normal text. Comprehend languages can be made permanent with a permanency spell.					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Vanish	Illusion (Glamer)	1 standard action	5 rounds [D]	Touch	APG:p.253
[V, S] TARGET: creature touched; EFFECT: This spell functions like invisibility, except the effect only lasts for 1 round per caster level [maximum of 5 rounds]. Like invisibility, the spell immediately ends if the subject attacks any creature. [SR:Yes (harmless); DC:17, Will negates (harmless)]					

LEVEL 2 / Per Day:8 / Caster Level:9

Name	School	Time	Duration	Range	Source
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Alter Self (CL:10)	Transmutation (Polymorph)	1 standard action	10 minutes [D]	Personal	CR:p.240
[V, S, M] TARGET: You; EFFECT: When you cast this spell, you can assume the form of any Small or Medium creature of the humanoid type. If the form you assume has any of the following abilities, you gain the listed ability: darkvision 60 feet, low-light vision, scent, and swim 30 feet. Small creature: If the form you take is that of a Small humanoid, you gain a +2 size bonus to your Dexterity. Medium creature: If the form you take is that of a Medium humanoid, you gain a +2 size bonus to your Strength; CONCENTRATION: +16					

*=Domain/Specialty Spell

Sorcerer Spells

☐☐☐☐☐	Bull's Strength	Transmutation	1 standard action	9 minutes	Touch	CR:p.251
[V, S, M/DF]	TARGET: Creature touched; EFFECT: The subject becomes stronger. The spell grants a +4 enhancement bonus to Strength, adding the usual benefits to melee attack rolls, melee damage rolls, and other uses of the Strength modifier. [SR:Yes (harmless); DC:18, Will negates (harmless)]					
☐☐☐☐☐	Detect Thoughts	Divination [Mind-Affecting]	1 standard action	Concentration, up to 9 minutes [D]	60 ft.	CR:p.268
[V, S, F/DF]	TARGET: You; EFFECT: You detect surface thoughts. The amount of information revealed depends on how long you study a particular area or subject. 1st Round: Presence or absence of thoughts [from conscious creatures with Intelligence scores of 1 or higher]. 2nd Round: Number of thinking minds and the Intelligence score of each. If the highest Intelligence is 26 or higher [and at least 10 points higher than your own Intelligence score], you are stunned for 1 round and the spell ends. This spell does not let you determine the location of the thinking minds if you can't see the creatures whose thoughts you are detecting. 3rd Round: Surface thoughts of any mind in the area. A target's Will save prevents you from reading its thoughts, and you must cast detect thoughts again to have another chance. Creatures of animal intelligence [Int 1 or 2] have simple, instinctual thoughts. Each round, you can turn to detect thoughts 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. [SR:No; DC:18, Will negates; see text]					
☐☐☐☐☐	Mirror Image	Illusion (Figment)	1 standard action	9 minutes	Personal	CR:p.314
[V, S]	TARGET: You; EFFECT: This spell creates a number of illusory doubles of you that inhabit your square. These doubles make it difficult for enemies to precisely locate and attack you. When mirror image is cast, 1d4 images plus one image per three caster levels [maximum eight images total] are created. These images remain in your space and move with you, mimicking your movements, sounds, and actions exactly. Whenever you are attacked or are the target of a spell that requires an attack roll, there is a possibility that the attack targets one of your images instead. If the attack is a hit, roll randomly to see whether the selected target is real or a figment. If it is a figment, the figment is destroyed. If the attack misses by 5 or less, one of your figments is destroyed by the near miss. Area spells affect you normally and do not destroy any of your figments. Spells and effects that do not require an attack roll affect you normally and do not destroy any of your figments. Spells that require a touch attack are harmlessly discharged if used to destroy a figment. An attacker must be able to see the figments to be fooled. If you are invisible or the attacker is blind, the spell has no effect [although the normal miss chances still apply].					
☐☐☐☐☐	See Invisibility	Divination	1 standard action	90 minutes [D]	Personal	CR:p.339
[V, S]	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. Such creatures are visible to you as translucent shapes, allowing you easily to discern the difference between visible, invisible, and ethereal creatures. The spell does not reveal the method used to obtain invisibility. It does not reveal illusions or enable you to see through opaque objects. It does not reveal creatures who are simply hiding, concealed, or otherwise hard to see. See invisibility can be made permanent with a permanency spell.					

LEVEL 3 / Per Day:7 / Caster Level:9

Name	School	Time	Duration	Range	Source	
☐☐☐☐☐	Heroism	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	90 minutes	Touch	CR:p.295
[V, S]	TARGET: Creature touched; EFFECT: This spell imbues a single creature with great bravery and morale in battle. The target gains a +2 morale bonus on attack rolls, saves, and skill checks. [SR:Yes (harmless); DC:19, Will negates (harmless)]					
☐☐☐☐☐	Monstrous Physique I (CL:10)	Transmutation (Polymorph)	1 standard action	10 minutes [D]	Personal	UM:p.229
[V, S, M]	TARGET: You; EFFECT: When you cast this spell, you can assume the form of any Small or Medium creature of the monstrous humanoid type. If the form you assume has any of the following abilities, you gain the listed ability: climb 30 feet, fly 30 feet [average maneuverability], swim 30 feet, darkvision 60 feet, low-light vision, and scent. If the form you assume has the aquatic subtype, you gain the aquatic and amphibious subtypes. Small monstrous humanoid: If the form you take is that of a Small monstrous humanoid, you gain a +2 size bonus to your Dexterity and a +1 natural armor bonus. Medium monstrous humanoid: If the form you take is that of a Medium monstrous humanoid, you gain a +2 size bonus to your Strength and a +2 natural armor bonus.; CONCENTRATION: +16					
☐☐☐☐☐	Rage	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	Concentration + 9 rounds [D]	Medium (190 ft.)	CR:p.329
[V, S]	TARGET: 3 willing living creatures, no two of which may be more than 30 ft. apart; EFFECT: Each affected creature gains a +2 morale bonus to Strength and Constitution, a +1 morale bonus on Will saves, and a -2 penalty to AC. The effect is otherwise identical with a barbarian's rage except that the subjects aren't fatigued at the end of the rage. [SR:Yes]					
☐☐☐☐☐	Vampiric Touch	Necromancy	1 standard action	Instantaneous/1 hour; see text	Touch	CR:p.364
[V, S]	TARGET: Living creature touched; EFFECT: You must succeed on a melee touch attack. Your touch deals 1d6 points of damage per two caster levels [maximum 10d6]. You gain temporary hit points equal to the damage you deal. You can't gain more than the subject's current hit points + the subject's Constitution score [which is enough to kill the subject]. The temporary hit points disappear 1 hour later. [SR:Yes]					

LEVEL 4 / Per Day:5 / Caster Level:9

Name	School	Time	Duration	Range	Source	
☐☐☐☐☐	Monstrous Physique II (CL:10)	Transmutation (Polymorph)	1 standard action	10 minutes [D]	Personal	UM:p.229
[V, S, M]	TARGET: You; EFFECT: This spell functions as monstrous physique I, except it also allows you to assume the form of a Tiny or Large creature of the monstrous humanoid type. If the form you assume has any of the following abilities, you gain the listed ability: climb 60 feet, fly 60 feet [good maneuverability], swim 60 feet, darkvision 60 feet, low-light vision, scent, freeze, grab, leap attack, mimicry, pounce, sound mimicry, speak with sharks, and trip. If the creature has the undersized weapons special quality, you gain that quality. Tiny monstrous humanoid: If the form you take is that of a Tiny monstrous humanoid, you gain a +4 size bonus to your Dexterity, a \diamond 2 penalty to your Strength, and a +1 natural armor bonus. Large monstrous humanoid: If the form you take is that of a Large monstrous humanoid, you gain a +4 size bonus to your Strength, a \diamond 2 penalty to your Dexterity, and a +4 natural armor bonus.; CONCENTRATION: +16					
☐☐☐☐☐	Stoneskin	Abjuration, EarthSchool [MetalSchool]	1 standard action	90 minutes or until discharged	Touch	CR:p.349
[V, S, M]	TARGET: Creature touched; EFFECT: The warded creature gains resistance to blows, cuts, stabs, and slashes. The subject gains DR 10/adamantine. It ignores the first 10 points of damage each time it takes damage from a weapon, though an adamantite weapon bypasses the reduction. Once the spell has prevented a total of 10 points of damage per caster level [maximum 150 points], it is discharged. [SR:Yes (harmless); DC:20, Will negates (harmless)]					
☐☐☐☐☐	Summon Monster IV	Conjuration, AirSchool, EarthSchool, FireSc1	1 round	9 rounds [D]	Close (45 ft.)	CR:p.352
[V, S, F/DF]	TARGET: One summoned creature; EFFECT: This spell functions like summon monster I, except that you can summon one creature from the 4th-level list, 1d3 creatures of the same kind from the 3rd-level list, or 1d4+1 creatures of the same kind from a lower-level list. [SR:No]					

* =Domain/Specialty Spell

Innate

☐Shatter (DC:18)

Wayfinder Spell-like Abilities

At Will Light

Melici

Tiefling (Demon-Spawn)

RACE

21

AGE

Female

GENDER

Darkvision (60 ft.)

VISION

Neutral

ALIGNMENT

Left

DOMINANT HAND

5' 9"

HEIGHT

140 lbs.

WEIGHT

One yellow and the other red

EYE COLOUR

fair/pink tone

SKIN COLOUR

Black, long

HAIR / HAIR STYLE

PHOBIAS

PERSONALITY TRAITS

INTERESTS

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

Jalmeray

REGION

Nethys

DEITY

Outsider

Race Type

Race Sub Type

Description:

Melici is a tiefling and her demon-spawn heritage is evident; she has many features associated with succubus: little horns on the brows (le front?), vestigial wings. Like all demon-spawn the simetry of her body is broken but it is not much apparent in her, she only has eyes of two different colors one has a reddish hue and the other is more yellowish.

She looks quite frail but it is a deception from her demonic heritage, she has no trouble moving arround with her full backpack and a couple of weapons. In a similar way her skin is harder than human's.

Biography:

Melici doesn't know her parents, who either died or abondonned her. She thinks her tiefling heritage is probably to blame. She thinks she was born in Jalmeray, or at least that's where she spent most of her childhood. Tieflings in Jalmeray are the lowest cast; the life wasn't pleasant. Being in a caste made her not have too much trouble (compared to if she was in another place). The gifts of her heritage, and the beginning of her arcane gifts help her out of trouble. At the same time, her demon rage also got her in a fare share of trouble.

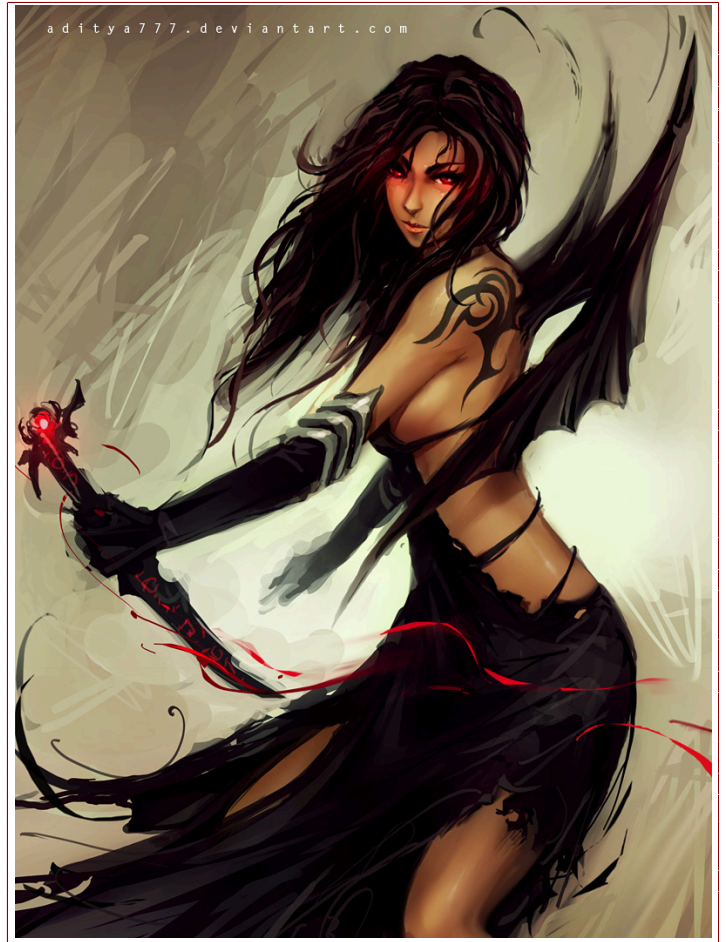
As she felt out of place, and wanted more freedom that what Jalmeray could provide her, she started dreaming of getting out of the Island.

The Pathfinder Society provided a way for her to get out, and also provided the end of training as a sorcerer (she mostly self taught).

Approached by the Sczarni? During her training (her first time?) at the Grand Lodge she was approached by a member of the Sczarni faction. She didn't felt much sympathy for any of the factions (including Sczarni) but joined anyway, hoping to gain something out of it.

She then moved in Absalom taking the training. She was ready for her first steps for the Pathfinder Society.

After her first steps in the society, she acquired a guard dog. He managed to survive this far. She wanted someone to bark orders at, an occasionnal punchbag and also wanted to show that there was something stupider than her, that's why she named it Stoopeed.



During one of her adventures she went back to Jalmeray. As a member of the society she was treated better than before, and even managed to gain favors.

She recently bought a trained leopard native to Jalmeray. It is trained for hunting. She wants to have it trained to attack better, but there's no way to do that unless she finds a fellow Pathfinder that has the time for it.

Notes:

Possible feats:

Feats

Additional traits: Bad Reputation (+2 intimidate), Dirty Fighting? (trait that gives +1 damage when flanking), Diabolical Dabber?? augmented resistance (stacks also with spells)
Additional Traits (dirty fighting, augmented resistance?) at 7?

@9 Minor Spell Expertise? (Mage Armor? Vanish??) Major: Suggestion? Dominate Person?

@11 Quicken Spell.

Defensive Combat Training (at level 5: +3 CMD, level 7: +4, etc.) (many str buff affects CMD too)

Spell Penetration? not many SR spell (almost none)

Toughness? (+1 hp/level)

Fiend Sight for Darkvision 120 ft then See In Darkness (less useful without Darkness spell)

If Intimidating: Intimidating Prowess (allow to add also Str)
Only add a +3 (plus str enhancement: Bull Strength, Alter Self...)

Boar Style 3 feat allow Intimidate as a move action but cost 4 feats...

Tenebrous Spell. Goes well with Darkness, Deeper Darkness (cleric spell...), Fiend Sight,

Monstrous Mask is fun but Skill Focus (Intimidate) is better if not wanting the second feat that goes with it.

Ancestral Scorn.

Spells to get:

Spells

Aspects: Summon monster like demons, demons spell like, breaking spell like. poison spells? Poison is a cleric and druid spell.

0— Detect Magic? Detect Poison? Read Magic? (necessary to cast spell from scrolls if no rank in Spellcraft) Mage Hand? (many fiend have tk) Bleed?, Flare? Spark, Touch of Fatigue,

1— (Cause Fear is gained at level 3) Summon Monster I (if not at level 1, can only get it at level 3). Break APG, Vanish (Is invisibility longer duration really needed? Yes because summon=do not become visible, No good at first level, with summon spells, useful at third, remove once it has Invisibility), Charm Person? (switch at higher level? Charm Monster only at level 9. Retrain Charm Person at level 9?) Expeditious Retreat (Schir)

Eventually (not demon SLA) Shield (wand of shield? Shield is 1 min/level anyway) Burning Hands? (useful vs swarms) Mage Armor can be used on self and Summons, Shocking grasp make sense because of the immunity to electricity.

1— Vanish (Retrain when has Invisibility, at level XX) , Break APG. One at level 5, the other is a switch of Summon Monster 1 at level 4. Another spell at level 7 (Shield? to Quick spell it?)

Sure Casting? 1st level (Pathfinder Society Primer)

2— Summon Monster II (Picked at 4. Replaced at level 6. for Mirror Image), Alter Self (as Succubus; also a way to get a +2 size str or dex. At level 5), (Bull's Strength gained at level 5), Mirror Image (vrock, switch for at 6), Detect Thought (succubus, at level 7), See Invisibility (Schir, at level 9?), Invisibility (not a priority when has Vanish, which demon has it? quasit? (maybe) at level 11?)

No: Arcane Lock (Schir) False Life? (Vampiric Touch more fitting)

Eventually: Darkness, Dust of Twilight, Unnatural Lust?, Pernicious Poison (weaken against poison, good combo with Summoned Viper, -4 is not much to lower saves. TOUCH spell)? Accelerate Poison? Disfiguring Touch, Seducer's Eye (bonus to charisma related stuff) Skinsend?

3— Summon Monster III (at 6th. Switch at 8), (Rage gained at level 7, morale bonus), Vampiric Touch (succubus, at 7th?), Fly (marilith)/Monstrous Physique I (more uses, less good flying, at 8th? retrain when has Monstrous Physique II), Haste (useful on summons, one demon has it), Dispel Magic, Tongues (succubus, useful to tell commands to charm/dominated/suggested people), Suggestion (succubus), Heroism (vrock, morale bonus but not on same thing as Rage)

Distracting cacophony, Elemental Aura?

4— Summon Monster IV (8th, switched at 10th), (Stoneskin at level 9, has a costly component...), Elevation (nabasu 9th?), Charm Monster (succubus, 10th?), Confusion? (13th?) Monstrous Physique II (retrain Monstrous Physique I, 11th?) Fear? (a cone), Shocking Image? Boneshatter (damage + fatigue, close range. 13th?) Malfunction? Detonate (has a costly material component)

5— (Dismissal at level 11) Summon Monster V, Dominate Person (succubus), Symbol of Pain, Telekinesis (as many demons have it), Contact Other Plane?, Suffocation?, Summoner Conduit? Blight

6— (transformation at level 13) Summon Monster VI, True Seeing (balor, glabrezu), Unwilling Shield?, Greater Dispel Magic (balor)

7— (Greater Teleport at level 15) Summon Monster VII,

8— (Unholy Aura at level 17) Summon Monster VIII, Frightful aspect?

9— (Summon Monster IX at level 19) Gate? Dominate Monster (Balor), Implosion (Balor, cleric spell...), Wish (glabrezu, take it at level 20?)

Items to get:

Armor

Frost-forged haramaki (~1,000 gp) then +1 (+1,000 gp) then add only special properties

Weapons:

+masterwork javelin. Enchant with returning later on.

Distance too maybe. Or maybe on a spear (more damage less range, also melee). Evil outsider bane? (+1; +2 vs evil outsider and +2d6 damage). Called rather than returning? (+1) but need a swift to call so no arcane strike. If eldritch heritage (protean), then conductive (+1) to combine attack and tanglefoot. Lesser designating (+2)

mw heavy mace or adamantite

mw longspear? (or another material)

(amulet of mighty fists is a good reason to avoid having too many (expensive) magical weapon)

Belt: This slot consists of belts and other items that can be worn around the waist.

Some stats boosting. Strength to avoid having to cast Bull Str? or another, con for HP or dex for AC? The belt with bonus and an effect are fun (but expensive).

For CON, Cord of Stubborn Resolve? (10,000), +Elemental Earth Belt (+4; 24,000 gp)

If STR, Belt of Mighty Throwing (Lesser: 14,000 gp; Greater: 42,000 gp) Gorgon (+4, 23,000 gp)

Body: This slot consists of body wraps, cassocks, corsets, dusters, harnesses, robes, vestments and any other article of clothing that can be worn on the body.

+++Robe of arcane heritage (16,000 gp) (resell at level 20?).

Chest: This slot consists of jackets, mantels, shirts, vests and other items that can be worn around the torso or chest.

Tunic of Careful Casting (5,000, +2 on Concentration)

Shirt of Immolation (8,000 gp, auto fire damage on grapple.)

Snakeskin Tunic (8,000 gp, gives a +2 Dex, +1 armor to DC (useless), +2 resistance to poison (no stack with cloak) so stack with a non dex belt).

Eyes: This slot consists of goggles, lenses, monocles, spectacles, and other items that can be worn over the eyes.

Feet: This slot consists of boots, horseshoes, sandals, shoes, slippers, and other items that can be worn on the feet.
+Jaunt Boots (7,200 gp; 3/day 15 feet step instead of 5)

Hands: This slot consists of gauntlets, gloves, and other items that can be worn on the hands.

Deliquescent Gloves (8,000 gp; corrosive (+d6 acid) but on only one hand/claw. Probably cheaper than Amulet of Mighty Fists for a little boost in damage at higher level)

Gloves of Arcane Striking (probably not worth it)
Gloves of Arrow Snaring (4,000 gp, 2/day)

Head: This slot consists of circlets, crowns, hats, helms, hoods, masks, and other items that can be worn on the head.
Circlet of Persuasion ? (4,500 gp)

Helm of the Mammoth Lord (8,500 gp) + Gore attack

Headband: This slot consists of bands, headbands, laurels, phylacteries, and other non-head slot items that can be worn around the forehead.

+2 charisma headband
++ Shifter's Headband

Neck: This slot consists of amulets, brooches, medallions, necklaces, periapts, scarabs, and other items that can be worn around the neck or fastened to a cloak.

++ Amulet of Mighty Fists (+1 = 4,000. Shock for damage, +1 for to hit/maybe ok if +1 ioun stone). Frost? (acid). Furious (+1; +2 to enhancement when raging/under rage spell) Invigorating (+2. maybe not that useful) Not shock because of shock spell, if it is of no use, this ability won't be either. Vicious? Wounding?? Spell storing (combined with shock spell, does not work with Vampiric Touch so no?)

Amulet of Natural Armor (some shift spell provides Nat armor, but this one is an enhancement to it) Potion of barkskin?

Darksire Amulet (ARG, +5 to cold/electricity/fire energy resistance) 9,000 [means no Amulet of Mighty Fists!]

Shoulders: This slot consists of capes, cloaks, cords, mantels, pauldrons, shawls, stoles, wings, and other items that can be worn on the shoulders.

Cloak of Fangs: +1 resistance to save + 5/day primary bite attack as a swift (so no Arcane Strike!).

++Eagle Cape (7,000 gp)
Wyvern Cloak (78,600 gp)

Wrists: This slot consists of armbands, bracelets, bracers, gauntlets, manacles, shackles, vambraces, and other items that can be worn over the wrists.

Spellguard Bracers (5,000 gp, +2 Concentration but only on casting defensively)

Vambraces of Defense (6,000 gp, +1 deflection as a ring of protection+1/day deflect arrow)

Slotless

++Pale green Ioun stone Cracked (4,000 gp; +1 competence to attacks, then normal, 30,000 gp; great in a wayfinder)

+Griffon Mane outfit (bonus to fly; at level 6 or 7?) (+50 gp/lb.: scholar/courtier 6 lbs=+300)

Igniting Wayfinder? (3PP to replace light by spark)

page of spell knowledge shield/mage armor (when the wands are empty) (1,000 gp)

The onguent for Tieflings. (does not stack with the mask...)

Spell Tatoo? (scroll cost x4)

Caster's Tatoo: still & silent spell (but no mention of like a metamagic rod, so no augmentation of the casting time) (6,000 gp)

Ring

ring of protection (2,000+, no other way to gain deflection? there is the Vambraces of Defense but only a +1 deflection)

Ring of Rat Fangs (5,000 gain a primary bite attack d4)

Ring of energy shroud 19,500 gp

Ring of Forcefangs? (9,000 gp)

++Ring of Continuation (56,000 gp)

Amulet of the Blooded (12,500 gp) +2 to sorcerer level for bloodline powers.

Polymorph:

Alter Self:

Medium

Lizardfolk (bite d4, 2 claws d4) B1 (swim 15 ft.)

Troglodyte (bite d4, 2 claws d4) B1

Locathah (-) B2 (10 spd, 60 swim, low-light)

Small

Grippli? 30 spd, 20 climb

Monstrous Physique:

Tiny

None

Small

Charda (bestiary 2) 1 bite d6, 4 claws d4, Speed 20 ft., swim 60 ft. darkvision 120

I: swim 30, darkvision 60, aquatic, 1 bite d6, 4 claws d4 speed 20, +2 size to DEX, +1 natural armor bonus

II: swim 60

III: cold vigor, ferocity, Overwhelming

IV: resist 20 cold, +8 vs poison

Medium

Doppelganger B1

claws d4, darkvision 60

III: mimicry

Gargoyle (bite, 2 claws, horn)

I: Speed 40, Fly 30 ft (average), 1 bite d4, 1 gore d4, 2 claws d6, darkvision 60, +2 size to Str, +2 natural armor bonus

II: fly 60 (average), freeze

Green Hag B1

Harpy B1

I: Speed 20, Fly 30 (average), 2 talons d6, darkvision 60, +2 size to Str, +2 natural armor bonus

II: Fly 60 (average)

III: Fly 80 (average)

Medusa B1

snake bite d4, darkvision 60

III: poison on snake bite, all-around vision

Morlok B1

climb, bite, leap attack, immune poison, darkvision scent

Sahuagin B1

Skum B1

aquatic, claw and bites

Sea Hag B1
aquatic, claws,

Popobala B3
I: Speed 30 ft., climb 30 ft., fly 30 ft. (average), bite 2d6, 2 talons d6, 2 wings (secondary) d6
II: fly 60 ft. (average), grab on talons
III: fly 80 ft. (average)
IV: rend (2 talons, 2d6 + str*1.5), +8 vs poison,

Ghole B6
Psoglav B6

Tenome B6
Large
Centaur B1

Lamia B1
undersized weapons, claws d4, speed 60

Yeti

Minotaur B1
II: darkvision 60 ft.; gore d6,
III: natural cunning,

Girtablilu B3 (woman torso on scorpion body, 2 arms, 2 claws d6 (grab), sting d6 (Dex poison))
II: Speed 50, Darkvision 60, +4 size bonus to your Strength, a -2 penalty to your Dexterity, and a +4 natural armor bonus, grab, undersized weapons
III: constrict (d6+Str mod), poison
IV: tremorsense xx ft

Derhii (flying ape)
only 2 slams

Krampus B6

Karkinoi B4
Nependis B4
Formian Myrmarch
blindsense 30 ft., darkvision 60 ft, Speed 50 ft., Reach 5ft, undersized weapons,
Melee sting +16 (1d8+5 plus poison), 2 claws +16 (1d4+5/19-20), bite +16 (1d6+5)

Formian Queen
II: +4 size bonus to your Strength, a -2 penalty to your Dexterity, and a +4 natural armor bonus,

Annis Hag B3
darkvision 60, bite +13 (1d6+7), 2 claws +13 (1d6+7 plus grab), Reach 10 ft., Special Attacks rend (2 claws, 2d6+10)

IV: rend (2 claws, 2d6+)

Vouivre B4
II: Darkvision 60, Speed 30 ft., fly 40 ft. (poor), swim 50 ft., bite (3d6, grab), 2 claws (2d6), 2 wings (secondary, d8), +4 size bonus to your Strength, a -2 penalty to your Dexterity, and a +4 natural armor bonus, amphibious/aquatic
III: -
IV: Resist cold 20, breath weapon
Tikbalang

Stormghost
II: Large, darkvision 60 ft., low-light vision, scent, speed 50, climb 30, 1 bite (d8, 5' reach), 2 claws (d8, 10' reach), +4 size

bonus to your Strength, a -2 penalty to your Dexterity, and a +4 natural armor bonus
III: all-around vision,
IV: darkvision 90 ft., +8 vs poison, resist electricity 20
Huge
Saurian B6
III: ...

Campaign	Adventure	Party	Date	Xp	Gm
	First Steps I			1	
CS 9	33 Assault on the Kingdom of the Impossible			1	Landon
CS 10 PFS	3-18 The God's Market Gamble		2013-09-19	1	David Møller
Some thieving was done, and the PFS wasn't happy about it and we were tasked to find more about it. We interrogated one witness. When we went to the second place, we were attacked by a group of hired thugs. One of them knew jack shit, another talked about someone forcing him to act, or his family would have been in trouble because they were worshippers of Iomedae in Rahadom. We interrogated a second witness next to a brewery. Iriar Horace. He told the whole story, and we find a couple of evidence pieces, including a note about some rendez-vous. The reseller didn't want to tell us jack shit, even threatened. He wanted to call on the Graycloaks. We were asked by grandmaster Torch to escort a keg to help us start an ambush by the thieves. It worked and despite being asleep, the party managed to get one down. The other surrendered if her sister was saved. She told us more about who hired them. We went to the pub, to find Barnel who ran away. After a chase, we grabbed him. He spit it all out too. We went to the place they were supposed to bring the keg too, indicated by Barnel I think. It was trapped and quickly caught on fire. We managed to find stuff stored in it. One of us might have been caught inside but managed to get out when I hacked one of the doors in pieces. We were attacked by the woman we were looking for while going back to the grand lodge. She fell asleep thanks to the witch's hex, so we tied her up. The graycloaks arrived and she was one of them. With all the evidence we found, they find her guilty. Our mission was done. The party was a 5th level witch, one guy with a musket, another with a gun?, a ? and me and that stooped dog.					
Pathfinder Society CS 11	39 The Citadel of the Flame		2013-09-22	1	David Landon Cole
We were sent to grab an idol in an old temple of an archdevil. As usual, the temple was not empty. It was a temple of Moloch a fire related deity. I poked too hard an opponent and critical hit him which drew the wrath of one of my fellow Pathfinders (what were the chances of that happening?).					
PFS CS 12	45 Delirium's Tangle		2013-09-29	1	David Landon Cole
Taylan really sounded like Dave Gross (the Pathfinder novel author, among many things) The party went to the search of a minotaur Prince into a maze for Grandmaster Torch. We fought some beetle, morlocks, traps, a water filling room and a crazy Elf.					
PFS CS 13	47 The Darkest Vengeance		2013-10-06	1	David Landon Cole
PFS #14	45		2013-10-13	1	David Landon Cole
15				1	Steven Sior
17				0	
CS 18	5-04 You have what you hold			1	Venus De Coy (Lady Ophelia)
CS 19	The City of Strangers 1			1	David Landon Cole
CS 20				0	
CS 21				0	
CS 22				0	
23				0	
24				0	
25				0	
26				0	
27				0	
28				0	
29				0	
30				0	
31				0	
32				0	
33	8-11 Forged in Flame, Part 2		2017	0	Me

Slow