

# Naalij

Character Name  
Sorcerer 8  
CLASS

# Vincent

Player Name  
Ifrit / Outsider  
RACE

# Sarenrae

Deity  
Medium / 5 ft.  
SIZE / FACE

# Qadira

Region  
5' 11" / 155 lbs.  
HEIGHT / WEIGHT

# Chaotic Good

Alignment  
93504-6  
CHARACTER ID

8 (7) 21 / 24 71 Mâle Light blue  
Character Level (CR) EXP/NEXT LEVEL AGE GENDER EYES

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	HP	WOUNDS/CURRENT HP										SUBDUAL DAMAGE					DAMAGE REDUCTION					SPEED					
<b>STR</b> Strength	10	+0	10	+0			46																Walk 30 ft.										
<b>DEX</b> Dexterity	16	+3	18	+4			<b>AC</b> armor class	19	15	15	10	4	0	4	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
<b>CON</b> Constitution	12	+1	12	+1			<b>INITIATIVE</b> modifier	+13	+4	+9				0	+0	0																	
<b>INT</b> Intelligence	13	+1	13	+1			<b>Encumbrance</b>	Light																									
<b>WIS</b> Wisdom	8	-1	8	-1																													
<b>CHA</b> Charisma	20	+5	24	+7																													

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP
<b>FORTITUDE</b> (constitution)	+5	+2	+1	+2	+0	+0	
<b>REFLEX</b> (dexterity)	+8	+2	+4	+2	+0	+0	
<b>WILL</b> (wisdom)	+7	+6	-1	+2	+0	+0	

### Conditional Save Modifiers:

You may reroll a single attack, saving throw, or skill check after the roll is made but before the results are revealed (Kassen's Blessing).

<b>MELEE</b> attack bonus	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
	+4	+4	+0	+0	+0	0	
<b>RANGED</b> attack bonus	+8	+4	+4	+0	+0	0	
<b>CMB</b> attack bonus	+4	+4	+0	+0			
<b>CMB</b>	GRAPPLE	TRIP	DISARM	SUNDER	BULL RUSH	OVERRRUN	
	+4	+4	+4	+4	+4	+4	
<b>CMD</b>	19	19	19	19	19	19	

<b>UNARMED</b> (nonlethal only)	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+4	1d3	20/x2	5 ft.

<b>*Masterwork Dagger</b>						HAND	TYPE	SIZE	CRITICAL	REACH
						directrice	PS	M	19-20/x2	5 ft.
To Hit		Dam		To Hit		Dam				
1H-P	+5	1d4	2W-P-(OH)	-1		1d4				
1H-O	+1	1d4	2W-P-(OL)	+1		1d4				
2H	+5	1d4	2W-OH	-3		1d4				
10 ft.		20 ft.		30 ft.		40 ft.		50 ft.		
TH	+9	+7	+5	+3		+1				
Dam	1d4	1d4	1d4	1d4		1d4				

<b>Alchemist's Fire (Flask)</b>						HAND	TYPE	SIZE	CRITICAL	REACH
						Équipé	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: Every creature within 5 feet of the point where the flask hits takes 1 point of fire damage from the splash. On the round following a direct hit, the target takes an additional 1d6 points of damage.

<b>Flash Powder</b>						HAND	TYPE	SIZE	CRITICAL	REACH
						Équipé		M	none/x0	5 ft.
10 ft.		20 ft.		30 ft.		40 ft.		50 ft.		
TH	+8	+6	+4	+2		+0				
Dam										

Special Properties: Creatures within a 10-foot-radius burst are blinded for 1 round (Fortitude DC 13 negates).

\*: 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.

<b>ARMOR</b>						TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Ring of Protection +1							+1		+0	0

TOTAL SKILLPOINTS: 24		<b>SKILLS</b>					MAX RANKS: 8/8	
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER		
✓ Acrobatics		DEX	4	=	4			
✓ Appraise		INT	1	=	1			
✓ Bluff		CHA	11	=	7 + 1 + 3			
✓ Climb		STR	0	=	0			
✓ Craft (Untrained)		INT	1	=	1			
✓ Craft (Weapons)		INT	12	=	1 + 6 + 5			
✓ Diplomacy		CHA	8	=	7 + 1			
✓ Disguise		CHA	7	=	7			
✓ Escape Artist		DEX	6	=	4 + 2			
✓ Fly		DEX	4	=	4			
✓ Heal		WIS	-1	=	-1			
✓ Intimidate		CHA	11	=	7 + 1 + 3			
✓ Knowledge (Arcana)		INT	6	=	1 + 2 + 3			
✓ Knowledge (Planes)		INT	5	=	1 + 1 + 3			
✓ Knowledge (Religion)		INT	2	=	1 + 1			
✓ Perception		WIS	-1	=	-1			
✓ Perform (Untrained)		CHA	7	=	7			
✓ Ride		DEX	5	=	4 + 1			
✓ Sense Motive		WIS	-1	=	-1			
✓ Spellcraft		INT	11	=	1 + 7 + 3			
✓ Stealth		DEX	4	=	4			
✓ Survival		WIS	-1	=	-1			
✓ Swim		STR	0	=	0			
Use Magic Device		CHA	15	=	7 + 5 + 3			
				=	+ +			
				=	+ +			

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

### Conditional Skill Modifiers:

+3 bonus to Diplomacy with members of the character's faction  
+1 bonus on Knowledge checks while in the Grand Lodge

### Elemental Ray

Uses per Day

**Elemental Ray (Sp):** You can unleash an elemental ray as a standard action, targeting any foe within 30 feet as a ranged touch attack. This ray deals 1d6+4 points of fire damage. You can use this ability 10 times per day. [Paizo Inc. - Core Rulebook, p.76]

EQUIPMENT				
ITEM	LOCATION	QTY	WT / COST	
<b>Headband of Alluring Charisma +4</b>	Equipped	1	1 / 16,000	
Masterwork Dagger	Equipped	1	1 / 302	
<b>Ring of Protection +1</b>	Equipped	1	0 / 2,000	
Outfit (Scholar's)	Equipped	1	6 / 0	
<b>Belt of Incredible Dexterity +2</b>	Equipped	1	1 / 4,000	
<b>Cloak of Resistance +2</b>	Equipped	1	1 / 4,000	
Belt Pouch	Equipped	1	NaN / 1	
Backpack, Masterwork	Equipped	1	4 / 50	
8,06 lbs., 1 Waterskin, 2 Alchemist's Fire (Flask), 1 Wand of Cure Light Wounds, 2 Smokestick, 1 Flash Powder, 1 Elixir of Hiding, 1 Artisan's Tools (Weaponsmithing/Masterwork)				
Waterskin	Backpack, Masterwork	1	0 / 1	
Alchemist's Fire (Flask)	Masterwork	2	1 (2) / 20 (40)	
Every creature within 5 feet of the point where the flask hits takes 1 point of fire damage from the splash. On the round following a direct hit, the target takes an additional 1d6 points of damage.				
Smokestick	Backpack, Masterwork	2	NaN (NaN) / 20 (40)	
Creatures within a 10-foot-radius burst are blinded for 1 round (Fortitude DC 13 negates).				
Flash Powder	Backpack, Masterwork	1	0 / 50	
Creatures within a 10-foot-radius burst are blinded for 1 round (Fortitude DC 13 negates).				
<b>Elixir of Hiding</b>	Backpack, Masterwork	1	0 / 250	
Artisan's Tools (Weaponsmithing/Masterwork)	Backpack, Masterwork	1	5 / 55	
Wrist Sheath, Spring Loaded	Equipped	1	1 / 5	
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 lbs., 1 Wand of Cure Light Wounds (10)				
Wrist Sheath, Spring Loaded	Equipped	1	1 / 5	
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 Mage Armor				
<b>Wand of Cure Light Wounds (10)</b>	Wrist Sheath, Spring Loaded	1	0 / 150	
When laying your hand upon a living creature, you channel positive energy that cures 1d8+1/level, max 5 points of damage. (Wand (Cure Light Wounds//1st))				
Scroll Case	Equipped	1	NaN / 1	
0,02 lbs., 1 Scroll (Spider Climb), 1 Scroll (Invisibility)				
<b>Scroll (Spider Climb)</b>	Scroll Case	1	NaN / 150	
<b>Scroll (Invisibility)</b>	Scroll Case	1	NaN / 150	
<b>Wand of Cure Light Wounds</b>	Backpack, Masterwork	1	NaN / 720	
When laying your hand upon a living creature, you channel positive energy that cures 1d8+1/level, max 5 points of damage.				
<b>Wand of Mage Armor</b>	Wrist Sheath, Spring Loaded	1	NaN / 150	
An invisible but tangible field of force surrounds the subject of a mage armor spell, providing a +4 armor bonus to AC.				
<b>TOTAL WEIGHT CARRIED/VALUE</b>		25,15 lbs.	28,120gp	

WEIGHT ALLOWANCE					
Light	38	Medium	76	Heavy	115
Lift over head	115	Lift off ground	230	Push / Drag	575

MONEY	
Total=	0 gp [Unspent Funds = 1,557 gp]

MAGIC	
Languages	
Common, Ignan, Kelish	

Other Companions	

Traits	
<b>Arcane Temper</b>	[Paizo Publishing - Ultimate Campaign, p.56]
You have quick reactions and fierce concentration. You gain a +1 trait bonus on concentration and initiative checks.	
<b>Elemental Pupil (Fire)</b>	[Paizo Inc. - Qadira, Gateway to the East, p.25]
You have studied at the feet of the masters of Katheer's colleges of magic, and so increased your own mastery of the elements. Choose one of the following energy types: acid, cold, electricity, or fire. When casting a spell of 1st level or higher that deals damage of your chosen energy type, the spell deals 1 extra point of damage of this type.	

Special Attacks	
<b>Elemental Ray (Sp)</b>	[Paizo Inc. - Core Rulebook, p.76]
You can unleash an elemental ray as a standard action, targeting any foe within 30 feet as a ranged touch attack. This ray deals 1d6+4 points of fire damage. You can use this ability 10 times per day.	

Special Qualities	
<b>Bloodline Arcana</b>	[Paizo Inc. - Ultimate Magic, p.72]
Whenever you cast a spell with the fire descriptor, that spell deals +1 point of damage per die rolled.	
<b>Cantrips</b>	[Paizo Inc. - Core Rulebook, p.71]
You learn a number of cantrips, or 0-level spells. These spells are cast like any other spells, but they do not consume any slots and may be used again.	
<b>Confirmed Field Agent</b>	[Paizo Inc. - PFS Scenario #5-08 The Confirmation]
Having successfully completed and documented your Confirmation, one of the Three Masters has formally recognized you as a field agent and given you a wayfinder engraved with your name and the date of your graduation. If this is the first time you have received this boon for any of your characters, you received this wayfinder for free; otherwise, you may acquire it by spending 1 Prestige Point. Furthermore, if you assign this Chronicle sheet to a character whose starting XP is 0, you reduce the Prestige Point cost of any wayfinder enhancement vanities you purchase to modify this wayfinder by 1 (minimum 1).	
<b>Contraband Dividends</b>	[Paizo Inc. - PFS Scenario #3-02]
You ensured that a valuable shipment of contraband antiquities were able to enter Absalom through the sewers without kobolds causing any problems. As a result, you receive a single item of no more than 150 gp from among the non-relic bits of the cargo. You must select this item now and reflect its purchase on this Chronicle sheet.	
<b>Darkvision (Ex)</b>	[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.	
<b>Day at the Auction</b>	[Paizo Inc. - PFS Module The Dragon's Demand (2)]
During the auction of the Hunclay estate, you bid on and won an exceptionally rare item. When you purchase (not upgrade) one magic item, you may treat your Fame score as though it were 3 higher to determine your maximum item cost. When you use this boon, cross it off your Chronicle sheet.	
<b>Dragonfoe</b>	[Paizo Inc. - PFS Module The Dragon's Demand (2)]
The Crypt of Tula held more than just dragon-slaying weapons and powerful armor; it also housed the spirit of Tula, which granted you a blessing for your imminent confrontation. You may use this boon to reroll either one attack roll against a dragon or one caster level check to overcome a dragon's spell resistance. If you are using a weapon, spell, or item that grants a specific benefit when used against dragons (e.g. a dragonbane longsword), you gain a +2 insight bonus on the reroll. The reroll must be made before the results of the original roll are known, and you must take the second result even if it is lower. When you use this boon, cross it off your Chronicle sheet.	
<b>Dragon Slayer</b>	[Paizo Inc. - PFS Module The Dragon's Demand (3)]
With the help of your allies and bearing enchanted dragon slaying tools, you slayed the dragon Aetepexax and saved the town of Belhaim, and this has granted you the confidence to combat other scaled terrors. The next time you encounter a true dragon, you gain a permanent +2 bonus on Reflex saves against the breath weapon of dragons of that type (blue, red, silver, etc.), as well as a +1 bonus on attack rolls and a +1 dodge bonus to AC against that type of dragon. When you determine this type of dragon write its type on the line below. If you wear dragonhide armor of the associated dragon type, these bonuses against that type of dragon increase by 1.	
<b>Explore Report Cooperate</b>	[Paizo Inc. - PFS Scenario #5-08 The Confirmation]
You have an excellent sense of what makes an exemplary Pathfinder. As a free or immediate action, you may consider whether a particular action you name - such as subduing but not killing an enemy, befriend an NPC, or recovering a particular item - would help realize the goals of the Pathfinder Society. The GM then informs you whether the action's impact would be positive (contributes to meeting the secondary success condition for the scenario), negative (opposes the secondary success condition), or negligible (neither contributes to nor opposes the secondary success condition). If none of these three options accurately reflects the action's impact on the PC's fulfillment of the secondary success conditions, the GM may respond with a phrase of five words or less. Once you use this boon, cross it off your Chronicle sheet.	
<b>Fire Affinity (Ex)</b>	[Paizo Inc. - Bestiary 2, p.127]
Ifrit sorcerers with the elemental (fire) bloodline treat their Charisma score as 2 higher for all sorcerer spells and class abilities. Ifrit spellcasters with the Fire domain use their domain powers and spells at +1 caster level.	
<b>Forge-Hardened (Ex)</b>	[Paizo Inc. - Advanced Race Guide, p.126]
Gain a +2 racial bonus on Craft (Armor) and Craft (Weapons) checks, and saves to resist fatigue and exhaustion.	

<b>Friend of the Green</b>	<b>[Paizo Inc. - PFS Module The Dragon's Demand (3)]</b>
<p>[ ] [ ] [ ] Although he was initially skeptical that you could slay Aetepexax, the druid Azmur Kell has professed his gratitude to you for saving him and his family. He owes you several favors, and you may call in a favor when performing one of the skills below to use Azmur's skill modifier instead of your own as he assists you. Alternatively, Azmur can cast a spell as though he shared your space, though any attacks of opportunity he provokes for spellcasting damage you (they still force him to make a concentration check). Using any of the skill-based or spellcasting favors requires your spending the time or actions to perform the task yourself. You may use the favors listed below in any combination, checking off one box each time you ask for help. When you check the last box, Azmur's debt has been repaid; cross this boon off your Chronicle sheet.</p> <ul style="list-style-type: none"> <li>* Cast barkskin (CL 8th; concentration +11)</li> <li>* Cast cure serious wounds (CL 8th; concentration +11)</li> <li>* Cast remove disease (CL 8th; concentration +11)</li> <li>* Knowledge (nature) +13</li> </ul>	
<b>Honored by the Twilight Talons</b>	<b>[Paizo Inc. - PFS Module Broken Chains]</b>
<p>For having assisted Whispershade in investigating Othine's disappearance, you receive the commendation of Major Colson Maldris. If you are a member of the Andoran faction, you may treat your Fame score as 5 higher when qualifying for and purchasing Andoran faction vanities from page 14 of Pathfinder Campaign Setting: Pathfinder Society Field Guide. If you are not a member of the Andoran faction, you may now purchase Andoran faction vanities that require 20 Fame or less. So long as you have the Eagle Knight vanity, you may treat yourself as a member of the Andoran faction when qualifying for prestige classes.</p>	
<b>Kassen's Blessing</b>	<b>[Paizo Inc. - PFS Module Crypt of the Everflame]</b>
<p>[ ] You carry a small charm from the spirit of Kassen. You may reroll a single attack roll, saving throw, or skill check after the roll is made but before the results are revealed. You must take the result of the second roll, even if it is worse. Once this ability has been used, cross it off the Chronicle.</p>	
<b>Koboldfriend</b>	<b>[Paizo Inc. - PFS Scenario #3-02]</b>
<p>You negotiated a truce between the Pathfinder Society and Yiddlepode of the Sewer Dragon tribe. As part of the bargain, she gave you a token of kobold. When worn about your neck (occupying the neck magic item slot), the token grants you a +2 bonus on all Diplomacy checks with humanoid of the reptilian subtype.</p>	
<b>Primal (Wildblooded Elemental) Bloodline (Fire)</b>	<b>[Paizo Inc. - Ultimate Magic, p.72]</b>
<p>Your powers are attuned to the concentrated core of the elemental plane.</p>	
<b>Ragario</b>	<b>[Paizo Inc. - Inner Sea World Guide, p.289]</b>
<p>You cast spells from the evocation school at +1 caster level. Additionally, you gain dancing lights as a spell-like ability usable 3/day.</p>	
<b>Resistance to Fire (Ex)</b>	<b>[Paizo Inc. - Bestiary, p.303]</b>
<p>You may ignore 10 points of Fire damage each time you take fire damage.</p>	
<b>Scalefriend</b>	<b>[Paizo Inc. - PFS Module The Dragon's Demand (1)]</b>
<p>[ ] [ ] [ ] You were fortunate to encounter and aid the kobold Nighttail, who helped you to neutralize the Blood Vow tribe. She still owes you a good turn or two, and you may call in a favor when performing one of the skills below to use Nighttail's skill modifier instead of your own as she assists you. Alternatively, Nighttail can cast a spell as though she shared your space, though any attacks of opportunity she provokes for spellcasting damage you (they still force her to make a concentration check). Using any of the skill-based or spellcasting favors requires your spending the time or actions to perform the task yourself. You may use the favors listed below in any combination, checking off one or more boxes each time you ask for help. When you check the last box, Nighttail's debt has been repaid; cross this boon off your Chronicle sheet.</p> <ul style="list-style-type: none"> <li>* Handle Animal +7</li> <li>* Survival +10</li> <li>* Bluff +9</li> <li>* Cast resist energy (CL 1st, concentration +2)</li> <li>* Nighttail and Hak (The Dragon's Demand 14-15) fight alongside you for one encounter in The Dragon's Demand module. You may use this boon at the beginning of combat or at the start of a combat round. Nighttail and Hak begin combat adjacent to you or in the closest available square, and they act on their own initiative. The pair have a starting attitude of helpful and follow your commands to the best of their abilities, but they are GM-controlled NPCs; a GM may grant you direct control at his or her discretion. If Nighttail and/or Hak die during the encounter, cross the entire boon off your Chronicle sheet. (2 boxes)</li> </ul>	
<b>Wildfire Heart (Ex)</b>	<b>[Paizo Inc. - Advanced Race Guide, p.127]</b>
<p>Gain a +4 racial bonus on initiative.</p>	

## Prestige Awards

### Current Prestige Points (20x)

**[Paizo Inc. - Guide To Pathfinder Society Organized Play]**

The character has 20 current prestige points.

## Fame (30x)

The character has accumulated 30 Fame. He has a +3 to Diplomacy with members of his faction. Maximum Item Cost: 11,750 gp

### Artisan's Shop

**[Paizo Inc. - Pathfinder Society Field Guide, p.60]**

Artisan's Shop (5 PP): Your craft is your livelihood when you aren't excavating musty tombs or exploring uncharted lands. You sell your wares through an unassuming storefront in a well-trafficked mercantile district. If you use ranks in any Craft skill to calculate your bonus on Day Job checks, having an artisan's shop grants you a +1 circumstance bonus on all such checks. Additionally, you receive a 5% discount on all nonmagical merchandise in your area of expertise when purchasing it in the same city as your shop, rounded to the nearest gold piece.

### Confirmed Field Agent (Wayfinder)

**[Paizo Publishing, LLC - Fulltext]**

The boon with the 1 PP to get the Wayfinder.

### 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.

## Feats

### Firesight

**[Paizo Inc. - Advanced Race Guide, p.130]**

Fire no longer blinds you, and smoke conceals nothing from your gaze.

You can see through fire and smoke without penalty, ignoring any cover or concealment bonuses from fire and smoke. This does not allow you to see anything you could not otherwise see (for example, invisible creatures are still invisible). You are immune to the dazzled condition.

### 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.

### Spell Focus (Evocation)

**[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.

### Spell Specialization (Evocation) (Fireball)

**[Paizo Inc. - Ultimate Magic, p.156]**

Select one spell. You cast that spell with greater than normal power.

Select one evocation spell. Treat your caster level as being two higher for all level-variable effects of the spell. Every time you gain an even level in the spellcasting class you chose your spell from, you can choose a new spell to replace the spell selected with this feat, and that spell becomes your specialized spell. Special - You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a different spell.

### Varisian Tattoo

**[Paizo Inc. - Inner Sea World Guide, p.289]**

You bear intricate tattoos of the ancient traditions of Varisian magic that inspire and empower your natural magic ability. Gain a cantrip as a spell-like ability.

You bear intricate tattoos of the ancient traditions of Varisian magic that inspire and empower your natural magic ability. You potency in spells from a chosen school increases, and you gain a spell-like ability.

### 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.

## PFS Chronicles

### Pathfinder Module Broken Chains (Subtier 5-7)

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

### Pathfinder Module Crypt of the Everflame (Subtier 1-2)

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

### Pathfinder Module The Dragon's Demand (1) (Subtier 1-2)

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

### Pathfinder Module The Dragon's Demand (2) (Subtier 3-5)

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

### Pathfinder Module The Dragon's Demand (3) (Subtier 5-7)

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

**Pathfinder Module The Dragon's Demand (4)**  
**(Subtier 4)**

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

**PFS Scenario #3-02 Sewer Dragons of Absalom**  
**(Subtier 3-4)**

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

**PFS Scenario #5-08 The Confirmation (Subtier 1-2)**

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

### Proficiencies

Battle Aspergillum, Bayonet, Blowgun, Boar Spear, Boarding Pike, Brass Knife, Brass Knuckles, Cestus, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Chain), Dagger (Punching), Dart, Gaff, Gauntlet, Gauntlet (Spiked), Grapple, Hair, Hanbo, Hook Hand, Javelin, Longspear, Mace (Heavy), Mace (Light), Mere Club, Morningstar, Quarterstaff, Rock, Shortsphear, Sickle, Sling, Spear, Spear (Boar), Spells (Ray), Spells (Touch), Splash Weapon, Stake, Unarmed Strike, Underwater Crossbow (Heavy), Underwater Crossbow (Light)

### Templates

Race Bonus Language ~ Modern Human Language

### Temporary Bonus

Mage Armor

# Innate Racial Spells

Name	School	Time	Duration	Range	Source
<b>Dancing Lights</b>	Evocation [Light]	1 standard action	1 minute [D]	Medium (180 ft.)	CR:p.263

**[V, S] TARGET:** Up to four lights, all within a 10-ft.-radius area; **EFFECT:** Depending on the version selected, you create up to four lights that resemble lanterns or torches [and cast that amount of light], or up to four glowing spheres of light [which look like will-o'-wispis], or one faintly glowing, vaguely humanoid shape. The dancing lights must stay within a 10-foot-radius area in relation to each other but otherwise move as you desire [no concentration required]: forward or back, up or down, straight or turning corners, or the like. The lights can move up to 100 feet per round. A light winks out if the distance between you and it exceeds the spell's range. You can only have one dancing lights 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, it does not count against this limit. Dancing lights can be made permanent with a permanency spell. **[SR:No]**

\*=Domain/Specialty Spell

# Sorcerer Spells

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

## LEVEL 0 / Per Day:0 / Caster Level:8

Name	School	Time	Duration	Range	Source
<b>Arcane Mark</b>	Universal	1 standard action	Permanent	Touch	CR:p.244

**[V, S] TARGET:** One personal rune or mark, all of which must fit within 1 sq. ft.; **EFFECT:** This spell allows you to inscribe your personal rune or mark, which can consist of no more than six characters. The writing can be visible or invisible. An arcane mark spell enables you to etch the rune upon any substance without harm to the material upon which it is placed. If an invisible mark is made, a detect magic spell causes it to glow and be visible, though not necessarily understandable. See invisibility, true seeing, a robe of eyes likewise allows the user to see an invisible arcane mark. A read magic spell reveals the words, if any. The mark cannot be dispelled, but it can be removed by the caster or by an erase spell. If an arcane mark is placed on a living being, the effect gradually fades in about a month. Arcane mark must be cast on an object prior to casting instant summons on the same object [see that spell description for details]. **[SR:No]**

<b>Detect Magic</b>	Divination	1 standard action	Concentration, up to 8 minutes [D]	60 ft.	CR:p.267
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**[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]**

<b>Flare (CL:9)</b>	Evocation [Light]	1 standard action	Instantaneous	Close (45 ft.)	CR:p.284
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**[V] TARGET:** Burst of light; **EFFECT:** This cantrip creates a burst of light. If you cause the light to burst in front of a single creature, that creature is dazzled for 1 minute unless it makes a successful Fortitude save. Sightless creatures, as well as creatures already dazzled, are not affected by flare. **[SR:Yes; DC:18, Fortitude negates]; CONCENTRATION:+17**

<b>Light (CL:9)</b>	Evocation [Light, WoodSchool]	1 standard action	90 minutes	Touch	CR:p.304
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**[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]; CONCENTRATION:+17**

<b>Mage Hand</b>	Transmutation	1 standard action	Concentration	Close (45 ft.)	CR:p.306
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**[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]**

<b>Mending</b>	Transmutation [MetalSchool]	10 minutes	Instantaneous	10 ft.	CR:p.312
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**[V, S] TARGET:** One object of up to 8 lb.; **EFFECT:** This spell repairs damaged objects, restoring 1d4 hit points to the object. If the object has the broken condition, this condition is removed if the object is restored to at least half its original hit points. All of the pieces of an object must be present for this spell to function. Magic items can be repaired by this spell, but you must have a caster level equal to or higher than that of the object. Magic items that are destroyed [at 0 hit points or less] can be repaired with this spell, but this spell does not restore their magic abilities. This spell does not affect creatures [including constructs]. This spell has no effect on objects that have been warped or otherwise transmuted, but it can still repair damage done to such items. **[SR:Yes (harmless, object); DC:17, Will negates (harmless, object)]**

<b>Read Magic</b>	Divination	1 standard action	80 minutes	Personal	CR:p.330
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**[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.

<b>Spark (CL:9)</b>	Evocation, FireSchool [Fire]	1 standard action	Instantaneous	Close (45 ft.)	APG:p.246
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**[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:18, Fortitude negates (object)]; CONCENTRATION:+17**

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

Name	School	Time	Duration	Range	Source
<b>Burning Disarm</b>	Transmutation [Fire]	1 standard action	Instantaneous	Close (45 ft.)	CEOD:p.22

**[V, S] TARGET:** Held metal item of one creature or 15 lbs. of unattended metal; **EFFECT:** Causes a metal object to instantly become red hot. A creature holding the item may attempt a Reflex save to drop it and take no damage, otherwise the hot metal deals 5d4 points of fire damage. **[SR:Yes (object); DC:18, Reflex negates (object, see text)]**

<b>Burning Hands (CL:9)</b>	Evocation, FireSchool [Fire]	1 standard action	Instantaneous	15 ft.	CR:p.251
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**[V, S] TARGET:** Cone-shaped burst; **EFFECT:** A cone of searing flame shoots from your fingertips. Any creature in the area of the flames takes 1d4 points of fire damage per caster level [maximum 5d4]. Flammable materials burn if the flames touch them. A character can extinguish burning items as a full-round action. **[SR:Yes; DC:19, Reflex half]; CONCENTRATION:+17**

<b>Crafter's Fortune</b>	Transmutation	1 standard action	8 days or until discharged [D]	Close (45 ft.)	APG:p.213
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**[V, S, F] TARGET:** one creature; **EFFECT:** The target is struck by inspiration and gains a +5 luck bonus on its next Craft skill check. **[SR:Yes (harmless); DC:18, Will negates (harmless)]**

<b>Mage Armor</b>	Conjuration [Creation] [Force]	1 standard action	8 hours [D]	Touch	CR:p.306
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**[V, S, F] TARGET:** Creature touched; **EFFECT:** An invisible but tangible field of force surrounds the subject of a mage armor spell, providing a +4 armor bonus to AC. Unlike mundane armor, mage armor entails no armor check penalty, arcane spell failure chance, or speed reduction. Since mage armor is made of force, incorporeal creatures can't bypass it the way they do normal armor. **[SR:No; DC:18, Will negates (harmless)]**

<b>Snapdragon Fireworks</b>	Transmutation [Fire, Light]	1 standard action	8 rounds	Long (720 ft.)	UM:p.239
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**[V, S, M] TARGET:** Dragon-shaped acidworks; **EFFECT:** Create 8 dragon fireworks. **[SR:Yes; DC:18, Reflex negates]**

<b>Touch of Combustion (CL:9)</b>	Evocation [Fire]	1 standard action	Instantaneous	Touch	ARG:p.131
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**[V, S] TARGET:** One creature or object; **EFFECT:** Your successful melee touch attack causes the target to ignite in a violent burst of flame, dealing 1d6 points of fire damage. If it fails its saving throw, the target also catches on fire [Core Rulebook 444]. If the target catches fire, on the first round thereafter, creatures adjacent to it [including you] must each succeed at a Reflex save or take 1d4 points of fire damage. **[SR:Yes; DC:19, Reflex Negates]; CONCENTRATION:+17**

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

Name	School	Time	Duration	Range	Source
<b>Burning Arc (Keleshite) (CL:9)</b>	Evocation [fire]	1 standard action	instantaneous	close (45 ft.)	HoG:p.27

**[V, S] TARGET:** one primary target plus one additional target/3 levels [each of which must be within 15 ft. of the primary target]; **EFFECT:** Keleshites brag that they stole this spell from genie-kind thousands of years ago while other civilizations struggled without fire. This spell causes an arc of flame to leap from your fingers, burning a number of enemies nearby. It deals 1d6 points of fire damage per caster level [maximum 10d6]. For every additional target the discharge arcs to, reduce the number of damage dice by half [rounded down]. Therefore, at 9th level, your burning arc deals 9d6 points of fire damage to the primary target, then 4d6 points of fire damage to a secondary target, then 2d6 points of fire damage to an additional target. Each target can attempt a Reflex saving throw for half damage. The Reflex DC to halve the damage of the secondary bolts is 2 lower than the DC to halve the damage of the primary bolt. You may choose secondary targets as you like, but they must all be within 15 feet of the primary target, and no target can be struck more than once. You can choose to affect fewer secondary targets than the maximum. **[SR:yes; DC:20, Reflex half]; CONCENTRATION:+17**

<b>Flaming Sphere (CL:9)</b>	Evocation, FireSchool [Fire]	1 standard action	9 rounds	Medium (190 ft.)	CR:p.283
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**[V, S, M/DF] TARGET:** 5-ft.-diameter sphere; **EFFECT:** A burning globe of fire rolls in whichever direction you point and burns those it strikes. It moves 30 feet per round. As part of this movement, it can ascend or jump up to 30 feet to strike a target. If it enters a space with a creature, it stops moving for the round and deals 3d6 points of fire damage to that creature, though a successful Reflex save negates that damage. A flaming sphere rolls over barriers less than 4 feet tall. It ignites flammable substances it touches and illuminates the same area as a torch would. The sphere moves as long as you actively direct it [a move action for you]; otherwise, it merely stays at rest and burns. It can be extinguished by any means that would put out a normal fire of its size. The surface of the sphere has a spongy, yielding consistency and so does not cause damage except by its flame. It cannot push aside unwilling creatures or batter down large obstacles. A flaming sphere winks out if it exceeds the spell's range. **[SR:Yes; DC:20, Reflex negates]; CONCENTRATION:+17**

<b>Pyrotechnics</b>	Transmutation, FireSchool	1 standard action	1d4+1 rounds, or 1d4+1 rounds after crea	Long (720 ft.)	CR:p.328
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**[V, S, M] TARGET:** One fire source, up to a 20-ft. cube; **EFFECT:** Pyrotechnics turns a fire into a burst of blinding fireworks or a thick cloud of choking smoke, depending on your choice. The spell uses one fire source, which is immediately extinguished. A fire so large that it exceeds a 20-foot cube is only partly extinguished. Magical fires are not extinguished, although a fire-based creature used as a source takes 1 point of damage per caster level. Fireworks: The fireworks are a flashing, fiery, momentary burst of glowing, colored aerial lights. This effect causes creatures within 120 feet of the fire source to become blinded for 1d4+1 rounds [Will negates]. These creatures must have line of sight to the fire to be affected. Spell resistance can prevent blindness. Smoke Cloud: A stream of smoke billows out from the fire, forming a choking cloud that spreads 20 feet in all directions and lasts for 1 round per caster level. All sight, even darkvision, is ineffective in or through the cloud. All within the cloud take -4 penalties to Strength and Dexterity [Fortitude negates]. These effects last for 1d4+1 rounds after the cloud dissipates or after the creature leaves the area of the cloud. Spell resistance does not apply. **[SR:Yes or No; see text; DC:19, Will negates or Fortitude negates; see text; Spell]**

\*=Domain/Specialty Spell

## Sorcerer Spells

**Scorching Ray (CL:9)**      **Evocation, FireSchool [Fire]**      1 standard action      Instantaneous      Close (45 ft.)      CR:p.337  
**[V, S] TARGET:** One or more rays; **EFFECT:** You blast your enemies with a searing beam of fire. You may fire one ray, plus one additional ray for every four levels beyond 3rd [to a maximum of three rays at 11th level]. Each ray requires a ranged touch attack to hit and deals 4d6 points of fire damage. The rays may be fired at the same or different targets, but all rays must be aimed at targets within 30 feet of each other and fired simultaneously. **[SR:Yes]**; **CONCENTRATION:+17**

### LEVEL 3 / Per Day:7 / Caster Level:8

Name	School	Time	Duration	Range	Source
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>Ash Storm</b>	<b>Conjuration (Creation) [Fire]</b>	1 standard action	8 rounds	Long (720 ft.)	UM:p.207

**[V, S, M/DF] TARGET:** Cylinder 40; **EFFECT:** Hamper vision and movement. **[SR:No]**  
 **Fireball (CL:11)**      **Evocation, FireSchool [Fire]**      1 standard action      Instantaneous      Long (840 ft.)      CR:p.283

**[V, S, M] TARGET:** 20-ft.-radius spread; **EFFECT:** A fireball spell generates a searing explosion of flame that detonates with a low roar and deals 1d6 points of fire damage per caster level [maximum 10d6] to every creature within the area. Unattended objects also take this damage. The explosion creates almost no pressure. You point your finger and determine the range [distance and height] at which the fireball is to burst. A glowing, pea-sized bead streaks from the pointing digit and, unless it impacts upon a material body or solid barrier prior to attaining the prescribed range, blossoms into the fireball at that point. An early impact results in an early detonation. If you attempt to send the bead through a narrow passage, such as through an arrow slit, you must "hit" the opening with a ranged touch attack, or else the bead strikes the barrier and detonates prematurely. The fireball sets fire to combustibles and damages objects in the area. It can melt metals with low melting points, such as lead, gold, copper, silver, and bronze. If the damage caused to an interposing barrier shatters or breaks through it, the fireball may continue beyond the barrier if the area permits; otherwise it stops at the barrier just as any other spell effect does. **[SR:Yes; DC:21, Reflex half]**; **CONCENTRATION:+19**

**Protection from Energy**      **Abjuration, AirSchool, EarthSchool, FireSchool**      1 standard action      80 minutes or until discharged      Touch      CR:p.327

**[V, S, DF] TARGET:** Creature touched; **EFFECT:** Protection from energy grants temporary immunity to the type of energy you specify when you cast it [acid, cold, electricity, fire, or sonic]. When the spell absorbs 12 points per caster level of energy damage [to a maximum of 120 points at 10th level], it is discharged. Protection from energy overlaps [and does not stack with] resist energy. If a character is warded by protection from energy and resist energy, the protection spell absorbs damage until its power is exhausted. **[SR:Yes (harmless); DC:20, Fortitude negates (harmless)]**

### LEVEL 4 / Per Day:4 / Caster Level:8

Name	School	Time	Duration	Range	Source
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>Wall of Fire (CL:9)</b>	<b>Evocation, FireSchool [Fire]</b>	1 standard action	Concentration + 9 rounds	Medium (190 ft.)	CR:p.365

**[V, S, M/DF] TARGET:** Opaque sheet of flame up to 180 ft. long or a ring of fire with a radius of up to 22 ft.; either form 20 ft. high; **EFFECT:** An immobile, blazing curtain of shimmering violet fire springs into existence. One side of the wall, selected by you, sends forth waves of heat, dealing 2d4 points of fire damage to creatures within 10 feet and 1d4 points of fire damage to those past 10 feet but within 20 feet. The wall deals this damage when it appears, and to all creatures in the area on your turn each round. In addition, the wall deals 2d6 points of fire damage + 1 point of fire damage per caster level [maximum +20] to any creature passing through it. The wall deals double damage to undead creatures. If you evoke the wall so that it appears where creatures are, each creature takes damage as if passing through the wall. If any 5-foot length of wall takes 20 points or more of cold damage in 1 round, that length goes away. [Do not divide cold damage by 2, as normal for objects.] Wall of fire can be made permanent with a permanency spell. A permanent wall of fire that is extinguished by cold damage becomes inactive for 10 minutes, then reforms at normal strength. **[SR:Yes]**; **CONCENTRATION:+17**

\* =Domain/Speciality Spell

## Innate

Dancing Lights

# Naalij

Ifrif

RACE

71

AGE

Mâle

GENDER

Darkvision (60 ft.)

VISION

Chaotic Good

ALIGNMENT

Droite

DOMINANT HAND

5' 11"

HEIGHT

155 lbs.

WEIGHT

Light blue

EYE COLOUR

Pale brass

SKIN COLOUR

seem to be burning, Straight up

HAIR / HAIR STYLE

PHOBIAS

,

PERSONALITY TRAITS

INTERESTS

,

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

Qadira

REGION

Sarenrae

DEITY

Outsider

Race Type

Race Sub Type

**Description:**

**Biography:**