

## Merlin Brimstone



### Male half-elf sorcerer 1 - CR 1/2

Neutral Good Humanoid (Elf, Human); Age: 25; Height: 6' 6"; Weight: 135 lb.

Ability	Score	Modifier	Temporary
<b>STR</b> STRENGTH	12	+1	
<b>DEX</b> DEXTERITY	10	0	
<b>CON</b> CONSTITUTION	11	0	
<b>INT</b> INTELLIGENCE	12	+1	
<b>WIS</b> WISDOM	12	+1	
<b>CHA</b> CHARISMA	19	+4	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> (CONSTITUTION)	+0	=	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Elven Immunities: +2 vs. enchantments							
<b>REFLEX</b> (DEXTERITY)	+0	=	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Elven Immunities: +2 vs. enchantments							
<b>WILL</b> (WISDOM)	+3	=	<input type="text" value="+2"/>	<input type="text" value="+1"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Issian: +1 trait bonus vs. mind-affecting effects, Elven Immunities: +2 vs. enchantments							

Elven Immunities	Issian
Elven Immunities - Sleep	

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
<b>AC</b> 10	=	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Touch AC	Flat-Footed AC
10	10
	BAB      Strength      Size      Misc

<b>CM Bonus</b> +1	=	<input type="text" value="-"/>	<input type="text" value="+1"/>	<input type="text" value="-"/>	<input type="text" value="-"/>
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CM Defense	BAB	Strength	Dexterity	Size		
11	=	<input type="text" value="10"/>	<input type="text" value="-"/>	<input type="text" value="+1"/>	<input type="text" value="+0"/>	<input type="text" value="-"/>

<b>Base Attack</b>	+0	<b>HP</b>	6
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Initiative	Speed	Damage / Current HP
+0	30 ft	

### Dagger

Main hand: **+1, 1d4+1**      Crit: 19-20/x2  
 Ranged: **+0, 1d4+1**      Rng: 10'  
 Light, P/S

Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	+0	DEX (0)	-	
<b>Appraise</b>	+1	INT (1)	-	
<b>Bluff</b>	+8	CHA (4)	1	
<b>Climb</b>	+1	STR (1)	-	
<b>Diplomacy</b>	+4	CHA (4)	-	
<b>Disguise</b>	+4	CHA (4)	-	
<b>Escape Artist</b>	+0	DEX (0)	-	
<b>Fly</b>	+0	DEX (0)	-	
<b>Heal</b>	+1	WIS (1)	-	
<b>Intimidate</b>	+4	CHA (4)	-	
<b>Knowledge (arcana)</b>	+5	INT (1)	1	
<b>Perception</b>	+7	WIS (1)	1	
<b>Ride</b>	+0	DEX (0)	-	
<b>Sense Motive</b>	+1	WIS (1)	-	
<b>Spellcraft</b>	+8	INT (1)	1	
<b>Stealth</b>	+0	DEX (0)	-	
<b>Survival</b>	+1	WIS (1)	-	
<b>Swim</b>	+1	STR (1)	-	

### Feats

Combat Casting  
 Eschew Materials  
 Simple Weapon Proficiency - All  
 Skill Focus (Spellcraft)

### Traits

Issian

### Special Abilities

Bloodline Arcana: Draconic (Ex)  
 Claws (7 rounds/day) (Su)  
 Elf Blood  
 Low-Light Vision

## Gear

**Total Weight Carried: 30.4/130 lbs, Light Load**  
**(Light: 43 lbs, Medium: 86 lbs, Heavy: 130 lbs)**

Artisan's outfit (Free)	-
Backpack (empty)	2 lbs
Bedroll	5 lbs
Belt pouch (empty)	0.5 lbs
Dagger	1 lb
Flint and steel	-
Mess kit	1 lb
Money	1.36 lbs
Soap	0.5 lbs
Torch x10	1 lb
Trail rations x5	1 lb
Waterskin	4 lbs

## Tracked Resources

Claws (7 rounds/day) (Su)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Dagger	<input type="checkbox"/>
Torch	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Trail rations	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

## Languages

Common	Elven
Draconic	

## Spells & Powers

**Sorcerer spells known** (CL 1st; concentration +5)  
**Melee Touch +1 Ranged Touch +0**  
**1st (4/day)**—*magic missile, summon monster I*  
**0th (at will)**—*detect magic, light, ray of frost, read magic*

## Sourcebooks Used

- **Kingmaker** - Issian (trait)
- **Ultimate Equipment** - Mess kit (equipment)

## Experience & Wealth

Experience Points: **0/2,000**  
Current Cash: **60 gp, 8 sp**

## Merlin Brimstone – Abilities & Gear

### Combat Casting **Feat**

You are adept at spellcasting when threatened or distracted.

**Benefit:** You get a +4 bonus on concentration checks made to cast a spell or use a spell-like ability when casting on the defensive or while grappled.

### Eschew Materials **Feat**

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

**Benefit:** You can cast any spell with a material component costing 1 gp or less without needing that component. The casting of the spell still provokes attacks of opportunity as normal. If the spell requires a material component that costs more than 1 gp, you must have the material component on hand to cast the spell, as normal.

### Skill Focus (Spellcraft) **Feat**

Choose a skill. You are particularly adept at that skill.

**Benefit:** You get a +3 bonus on all checks involving the chosen skill. If you have 10 or more ranks in that skill, this bonus increases to +6.

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

**Appears In:** Not Consolidated Skills

### Issian **Trait**

You were raised northern Brevoy, a land of misty shores and harsh hill lands, of snowy vistas and violet-hued mountains. You are descended from an able and intelligent people, and you have grand ambitions, a mind alert for opportunity, and the tenacity to fight for your goals no matter the challenge. You care for little more than achieving your aspirations and opportunities to win wealthy and grandeur, for which few costs prove too great. You see yourself as a citizen of Brevoy through and through. The call for champions willing to help take back your country's rightful holdings in the Stolen Lands has inflamed your dreams of profit and possibilities, so you have joined an expedition to quest south.

**Benefit:** Your agile mind grants you a +1 trait bonus on all Will saves made to resist mind-affecting effects.

**Appears In:** Kingmaker

### Elf Blood **Racial Ability (Half-Elf)**

Half-elves count as both elves and humans for any effect related to race.

### Elven Immunities **Racial Ability (Half-Elf)**

+2 racial bonus on saving throws against enchantment spells and effects.

### Elven Immunities - Sleep **Unknown**

You are immune to magic sleep effects.

### Low-Light Vision **Racial Ability, Senses**

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

### Bloodline Arcana: Draconic (Ex) **Class Ability (Sorcerer)**

Whenever you cast a spell with an energy descriptor that matches your draconic bloodline's energy type, that spell deals +1 point of damage per die rolled.

### Claws (7 rounds/day) (Su) **Class Ability (Sorcerer)**

Starting at 1st level, 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. Each of these attacks deals 1d4 points of damage plus your Strength modifier (1d3 if you are Small). At 5th level, these claws are considered magic weapons for the purpose of overcoming DR. At 7th level, the damage increases by one step to 1d6 points of damage (1d4 if you are Small). At 11th level, these claws deal an additional 1d6 points of damage of your energy type on a successful hit. You can use your claws for a number of rounds per day equal to 3 + your Charisma modifier. These rounds do not need to be consecutive.

**Title - Merlin Brimstone (Adventure Journal)**

**Date (game world):** 0000/00/00; **Date (real world):** 2019/03/03

**XP Reward:** 0 XP; **Net Cash:**

- no notes -