

Valash Not-Gurelle, Half-Elf Sorcerer (Air Elemental) 13

Attributes

STR	8	-1
CON	13	+1
DEX	16	+3
INT	14	+2
WIS	12	+1
CHA	20	+5

HP	76
AP	11
AC	13 (17)
BAB	+6 / +1
XP	0
Algn	Chaotic Neutral
Move	30

Fort	+7
Ref	+6
Will	+9

Languages

Common, Elven, Elemental, Abyssal

Class Features

Bloodline Powers (Electric Elemental Ray, 1d6+6), Electric Elemental Blast (13d6, DC 18, 1/day) Cantrips, Electric Resistance 20

Skills

Skill	Stat	Rank	Class	Stat	Total
Appraise	Int	8	3	2	+13
Bluff	Cha	5	3	5	+13
Diplomacy	Cha	5	3	5	+12
Intimidate	Cha	1	3	5	+8

Attacks

Weapon	Bonus	Damage	Critical	Type	Notes
Mwk Dagger	+6 / +9 thrw*	1d4-1*	19-20/x2	Pierce / slash	RNG 10'
Silvered Dagger	+5 / +9 thrw*	1d4-2	19-20/x2	Pierce / slash	RNG 10'
Elemental Ray	+10 +1*	1d6+6*	20/x2	Electricity	* PBS

HP Usage

<i>Hit Points</i>
76

Skill	Stat	Rank	Class	Stat	Total
Profession (scribe)	Wis	13	3 + 2	1	+19
Spellcraft	Int	13	3	2	+18
Use Magic Device	Cha	13	3 + 3	5	+24

Background Traits

Magical Knack, Orphaned (+2 Profession)

Feats

Craft Wand, Empower Spell, Eschew Materials, Extend Spell, Great Fortitude, Greater Spell Penetration, Point Blank Shot, Precise Shot, Skill Focus (Use Magic Device) (racial bonus), Spell Penetration, Weapon Focus (ray)

Spells (CL 13) (+4 v. SR)

Cantrips: Amanuensis, Arcane Mark, Detect Magic, Detect Poison, Light, Mage Hand, Mending, Read Magic, Resistance

L1 (□□□□□ □□□): Burning Hands (electric), Enlarge Person, Lesser Orb of Acid, Mage Armor, Protection from Evil, Ray of Enfeeblement

L2 (□□□□□ □□): Eagle's Splendor, Invisibility, Scorching Ray (electric), See Invisible, Spider Climb, Whispering Wind

L3 (□□□□□ □□): Haste, Fireball, Ray of Exhaustion, Slow

L4 (□□□□□ □□): Dimensional Anchor, Dimension Door, Orb of Cold, Stoneskin

L5 (□□□□□ □□): Prying Eyes, Transmute Rock to Mud, Shroud of Flame

L6 (□□□□□): Greater Dispel Magic, Greater Heroism

Harrow Points: □□ (CON)

Equipment

Item	Qty	Unit Wt. (lb)	Unit Cost (gp)	Total Wt. (lb)	Total Cost	Uses	Notes
Masterwork Dagger	1	1	302	1	302		1d4, 20/x2, +1 to hit
Silvered Dagger	2	1	2	2	4		1d4-1, 20/x2
Wand of Cure Light Wounds	1					43	1d8+1 healed – UMD
Wand of Ghoul Touch	1					42	Paralyze DC 13 plus stench
Wand of Cat's Grace	1					11	+4 DEX, 3 minutes
Wand of Magic Missile	1		345		345	23	1d4+1 force damage
BODY							
Scholar's outfit	1	6	5	6	5		
SHOULDERS							
THROAT							
WAIST							
ARMS							
HANDS							
FINGERS							
FEET							
Carried Equipment - BACKPACK							
Backpack	1	2	2	2	2		
Gold Ingots	4		100		400		
Carried Equipment – BELT POUCH							
Belt Pouch	1	0.5	1	0.5	1		
Alchemical Smoke Bomb	1	-	20	-	20	<input type="checkbox"/>	
Ink (8 oz vial)	1	-	8	-	8		
Inkpen	1	-	0.1	-	0.1		
Sheaf of paper	10	-	0.4	-	4		10 pages
Journal	1	3	15	3	15		100 pages
Flint & Steel							

Total Weight **12**

(light load to 26 lb)
(med load to 53 lb)

Money

Platinum Coins	
Gold Coins	474
Silver Coins	11
Copper Coins	2

Life History

Jaedria Gurelle, for all that she was born into one of the more staid and respectable families of lesser gentry in the East Shore district of Korvosa, had a mischievous and exploratory streak in her. It was her curiosity that led to her ill-fated dalliance with the elvish *Lord Araash of Alder Reach* and the subsequent birth of her son *Valash*. Still loyal to Lord Araash, she named the child after his grandfather.

It goes without saying that this was a tremendous stain upon the family's honor. And for all that Jaedria remained devoted to Lord Araash for the rest of her days, he refused to speak with her or even to acknowledge her in even the smallest way.

Early life for Valash was quite difficult: he was rejected by his mother's family and raised by a variety of servants. His mother, hoping that he would redeem himself in his family's eyes through mastery of arcane magic, arranged for an elderly wizard to tutor him. Sadly, Valash learned less from the doddering old man than he did from the wizard's familiar, a grizzled owl named *Hush*. Hush taught Valash a surprising amount, including some surprising secrets about Lord Araash's ancestry, and arranged for his subsequent introduction to the whispery presences that secretly taught him the sorcerer's arts.

Jaedria understood that her son would not be able to rely upon the Gurelle family's wealth to support him, so she swallowed those shreds of her pride that remained and apprenticed him to the scribe *Raukophordinel*. Rauko was a cruel master, delighted at the prospect of having one with Chelish blood in his power, but he kept his word and taught young Valash enough of his arts to give him an income. After seven years, Valash was able to establish himself as a journeyman scribe in Midland, practicing his elemental arts in secret.

But then one terrible Oathday everything shattered: Jaedria Gurelle was found knifed to death in a filth-strewn Old Korvosa alley. When Valash went to see the body, he found that her onyx brooch was missing, doubtless taken by the killer. Her family, eager to put a sordid chapter of their history to bed and unwilling to learn why she had been in such a questionable neighborhood in the first place, finessed the investigation and walked away from her son. For years, Valash was convinced that Jaedria's father *Takuvo Gurelle* had commissioned the killing, but recently he found the brooch for sale in a Midland shop. The shopkeeper would not sell him the item for a price he could afford, but was willing to tell him that the criminal *Gaedren Lamm* sold him the brooch.

Half-Elf Racial Traits

+2 to one ability score: Half-elf characters get a +2 bonus on one ability score of their choice at creation, to represent their varied nature. +2 *Charisma*.

Medium: Half-elves are Medium creatures, and have no bonuses or penalties due to their size.

Normal Speed: Half-elves have a base speed of 30 feet.

Low-Light Vision: Half-elves can see twice as far as humans in conditions of poor illumination.

Keen Senses: Half-elves receive a +2 bonus on sight- and sound-based Perception checks. They can make a Perception check to spot a secret or concealed door if they pass within 10 feet, regardless of whether or not they are actively looking.

Elven Immunities: Half-elves are immune to magic sleep effects and get a +2 racial saving throw bonus against enchantment spells or effects.

Adaptability: Half-elves receive Skill Focus, as a bonus feat, at 1st level.

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

Languages: Half-elves begin play speaking Common and Elven. Half-elves with high Intelligence scores can choose any languages they want (except secret languages, such as Druidic).

Favored Class: Half-elves can choose any one class as their favored class at 1st level. Once made, this choice cannot be changed. *Favored Class: Sorcerer*

Experience Log

Date	Experience Gain	Experience Total	Notes
08/16/2008	0	0	Character created
09/28/2008	0	0	Sorcerer 2. +6 hp; +1 BAB; +1 Will; +1/day 1 st level spell; learned <i>Mage Hand</i> ; +1 Bluff, +1 Diplomacy, +1 Profession (scribe), +1 Spellcraft, +1 Use Magic Device
10/12/2008	0	0	Sorcerer 3. +7 hp; +1 Fort, +1 Ref; +1/day 1 st level spell; learned <i>Mage Armor</i> ; learned bonus spell <i>Burning Hands</i> (electrical); Electric Resistance 10, Precise Shot feat; +1 Appraise, +1 Diplomacy, +1 Profession (scribe), +1 Spellcraft, +1 Use Magic Device
10/26/2008	0	0	Sorcerer 4. +4 hp; +1 DEX; +1 BAB; +1 Will; +1/day 1 st level spell; +4/day 2 nd level spell; learned <i>Resistance and Invisibility</i> ; +1 Appraise, +1 Diplomacy, +1 Profession (scribe), +1 Spellcraft, +1 Use Magic Device
11/09/2008	0	0	Sorcerer 5. +6 hp; +1/day 2 nd level spell; learned <i>Lesser Orb of Acid</i> and <i>Spider Climb</i> ; learned bonus spell <i>Scorching Hands</i> (electrical); Craft Wand feat; +1 Appraise, +1 Diplomacy, +1 Profession (scribe), +1 Spellcraft, +1 Use Magic Device
11/23/2008	0	0	Sorcerer 6. +6 hp; +1 BAB; +1 Fort, +1 Ref, +1 Will; +1/day 2 nd level spell, +4/day 3 rd level spell; learned spells <i>Amanuensis</i> and <i>Haste</i> ; +1 Appraise, +1 Diplomacy, +1 Profession (scribe), +1 Spellcraft, +1 Use Magic Device
05/02/2009	0	0	Jump to Sorcerer 13. +40 hp; +3 BAB; +2 CHA; +4 Fort (w/ feat), +2 Ref, +3 Will; Various additional spells per day and spells learned; +4 Appraise, +3 Bluff, +7 Profession (scribe), +7 Spellcraft, +7 Use Magic Device; bloodline powers <i>Elemental Blast</i> (1/day) and Energy Resistance (electric) 20; bloodline feats Empower Spell and Great Fortitude; feats Extend Spell, Greater Spell Penetration, Spell Penetration, Weapon Focus (ray)

Character Creation Details

Characteristics are purchased through the point-buy system, with a budget of 25 points:

Characteristic	Value	Points	Adjust	Comments
STR	8	-2	0	
DEX	15	7	0	
CON	13	3	0	
INT	14	5	0	
WIS	12	2	0	
CHA	16	10	+2	Half-Elf
Total		25		

Background trait: *Magical Knack*: You were raised, either wholly or in part, by a magical creature, either after it found you abandoned in the woods or because your parents often left you in the care of a magical minion. This constant exposure to magic has made its mysteries easy for you to understand, even when you turn your mind to other devotions and tasks. Gain +2 Caster Level for one class, so long as caster level does not exceed character level.