

Cleis Frostclaw

Player: Mekuto

Male kobold sorcerer 8 - CR 7

True Neutral Humanoid (Reptilian); Deity: **Apsu**; Age: **25**;
Height: **2' 8"**; Weight: **27 lb.**; Eyes: **Cyan**; Hair:
White/Purple

Ability	Score	Modifier	Temporary
STR STRENGTH	5/4	-3	
DEX DEXTERITY	12/14	+1/+2	
CON CONSTITUTION	14	+2	
INT INTELLIGENCE	11	0	
WIS WISDOM	11	0	
CHA CHARISMA	22	+6	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CHARISMA)	+8	=	+2	+6			
Burned: -1 vs. fire effects, Burned: -1 when adjacent to open flames or on fire							
REFLEX (DEXTERITY)	+4	=	+2	+2			
Dragonfoe: +2 trait bonus vs. breath weapons, Burned: -1 vs. fire effects, Burned: -1 when adjacent to open flames or on fire							
WILL (WISDOM)	+6	=	+6				
Burned: -1 vs. fire effects, Burned: -1 when adjacent to open flames or on fire							

Energy Resistance, Cold (5)

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 13	=		+2	+1				
Touch AC 13								
Flat-Footed AC 11								

Dragonfoe: +1 dodge bonus vs. creatures with the dragon type

BAB	Strength	Size	Misc		
CM Bonus +0	=	+4	-3	-1	-

See the Base Attack (below) for modifiers that may also apply to CMB

BAB	Strength	Dexterity	Size			
CM Defense 12	=	10	+4	-3	+2	-1

See the AC section (above) for situational modifiers that may also apply to CMD

Base Attack	+4	HP	58
Burned: -1 when adjacent to open flames or on fire			
Initiative	+6	Damage / Current HP	
Speed	30 ft		

Lantern staff

Both hands: **+2, 1d4-3** Crit: x2
2-hand, B, See

Burned: -1 when adjacent to open flames or on fire

Longspear

Both hands: **+2, 1d6-3** Crit: x3
2-hand, P, Brace,

Burned: -1 when adjacent to open flames or on fire



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+2	DEX (2)	-	
Burned: -1 when adjacent to open flames or on fire				
Appraise	+0	INT (0)	-	
Burned: -1 when adjacent to open flames or on fire				
Bluff	+10	CHA (6)	1	
Burned: -1 when adjacent to open flames or on fire				
Climb	-3	STR (-3)	-	
Burned: -1 when adjacent to open flames or on fire				
Diplomacy	+6	CHA (6)	-	
Burned: -1 when adjacent to open flames or on fire				
Disguise	+6	CHA (6)	-	
Burned: -1 when adjacent to open flames or on fire				
Escape Artist	+3	DEX (2)	1	
Burned: -1 when adjacent to open flames or on fire				
Fly	+9	DEX (2)	2	
Burned: -1 when adjacent to open flames or on fire				
Heal	+0	WIS (0)	-	
Burned: -1 when adjacent to open flames or on fire				
Intimidate	+10	CHA (6)	1	
Burned: -1 when adjacent to open flames or on fire				
Knowledge (arcana)	+8	INT (0)	5	
Burned: -1 when adjacent to open flames or on fire				
Knowledge (local)	+1	INT (0)	1	
Burned: -1 when adjacent to open flames or on fire				
Perception	+9	WIS (0)	5	
Burned: -1 when adjacent to open flames or on fire				
Profession (cook)	+5	WIS (0)	2	
Burned: -1 when adjacent to open flames or on fire				
Profession (fisherman)	+4	WIS (0)	1	
Burned: -1 when adjacent to open flames or on fire				
Ride	+2	DEX (2)	-	
Burned: -1 when adjacent to open flames or on fire				
Sense Motive	+0	WIS (0)	-	
Burned: -1 when adjacent to open flames or on fire				
Spellcraft	+7	INT (0)	4	
Burned: -1 when adjacent to open flames or on fire				
Stealth	+6	DEX (2)	-	
Burned: -1 when adjacent to open flames or on fire				
Survival	+0	WIS (0)	-	
Burned: -1 when adjacent to open flames or on fire				
Swim	-3	STR (-3)	-	
Burned: -1 when adjacent to open flames or on fire				
Use Magic Device	+10	CHA (6)	1	
Burned: -1 when adjacent to open flames or on fire				

Activated Abilities & Adjustments

Ability Score (Starting): +2
Ability Score (Starting): +2
Ability Score (Starting): +2

Feats

Combat Casting
Draconic Aspect
Eschew Materials
Improved Initiative
Kobold Confidence (Charisma)
Merciful Spell
Simple Weapon Proficiency - All

Feats

Toughness

Traits

Dragonfoe
Elemental Accident (Fire, 1/day)
Seeker

Drawbacks

Burned

Needle

Ranged: **+7 touch**, **1 plus 1 bleed**

Crit: N/A
Rng: 10'
P

Burned: -1 when adjacent to open flames or on fire

Gear

**Total Weight Carried: 19.3/112.5 lbs, Light Load
(Light: 36 lbs, Medium: 74.25 lbs, Heavy: 112.5 lbs)**

Artisan's outfit (Free)	-
Backpack, masterwork (10 @ 4 lbs)	1 lb
Boline	0.5 lbs
Deathwatch eyes	-
Fetish, tribal	-
Glowing ink x4 <In: Backpack, masterwork (10 @ 4 lbs)>	-
Heavyload belt	1.5 lbs
Inkpen x2 <In: Backpack, masterwork (10 @ 4 lbs)>	-
Iron stone (deep red sphere)	-
Lantern staff	4.5 lbs
Longspear	4.5 lbs
Miniature Shovel	-
Money	-
Oil x4 <In: Backpack, masterwork (10 @ 4 lbs)>	1 lb
Robe of needles (6/day)	2 lbs
Surgeon's tools	1.25 lbs

Special Abilities

Blood Intensity +6 (Sorcerer Bloodline Power [3rd], 2/day)
Dragon Affinity
Frost Claw (Su)
Gliding Wings
Kobold
Low-Light Vision

Spell-Like Abilities

Trap Rune 1d8+8 (10/day, DC 21) (Sp)

Tracked Resources

Blood Intensity +6 (Sorcerer Bloodline Power [3rd], 2/day)
Elemental Accident (Fire, 1/day)
Robe of needles (6/day)

Languages

Draconic

Experience & Wealth

Experience Points: **77000**/115,000
Current Cash: **You have no money!**

Spells & Powers

Sorcerer spells known (CL 8th; concentration +15)
Melee Touch +2 Ranged Touch +7
4th (4/day)—*dimension door*
3rd (7/day)—*explosive runes*, *fireball* (DC 20), *slow* (DC 20)
2nd (8/day)—*create pit*^{APG} (DC 19), *frost fall*^{UC} (DC 19), *invisibility*, *spectral hand*
1st (8/day)—*alarm*, *ear-piercing scream*^{UM} (DC 18), *mage armor*, *shadow hands* (DC 18), *shield*, *touch of blindness* (DC 18)
0th (at will)—*dancing lights*, *detect magic*, *ghost sound* (DC 17), *mending*, *oath of anonymity*, *ray of frost*, *spark*^{APG} (DC 17), *touch of fatigue* (DC 17)

Sourcebooks Used

- **Advanced Player's Guide** - Create Pit (spell); Dragon's Breath (spell); Merciful Spell (feat); Spark (spell)
- **Advanced Player's Guide / Adventurer's Armory / Ultimate Equipment** - Backpack, masterwork (equipment)
- **Advanced Race Guide** - Draconic Aspect (feat); Gliding Wings (alternate racial trait); Kobold (special ability)
- **Advanced Race Guide / Bestiary / Inner Sea Races** - Kobold (race)
- **Adventurer's Armory / Curse of the Crimson Throne / Ultimate Equipment** - Surgeon's tools (equipment)
- **Adventurer's Armory / Ultimate Equipment** - Glowing ink (equipment)
- **Adventurer's Armory 2** - Boline (equipment); Lantern staff (weapon)
- **Blood of Shadows** - Touch of Blindness (spell)
- **Deep Magic / Midgard Player's Guide / Zobeck Gazetteer** - Shadow Hands (spell)
- **Elemental Master's Handbook** - Elemental Accident (trait)
- **Giant Hunter's Handbook / Giantslayer** - Dragonfoe (trait)
- **Goblins of Golarion** - Fetish, tribal (equipment)
- **Inner Sea Intrigue** - Oath of Anonymity (spell)
- **Inner Sea Races** - Dragon Affinity (alternate racial trait)
- **Kobolds of Golarion** - Day Raider (alternate racial trait); Kobold Confidence (feat)
- **Magic Tactics Toolbox** - Blood Intensity (special ability)
- **Quests & Campaigns** - Burned (???)
- **Ultimate Campaign** - Seeker (trait)
- **Ultimate Combat** - Frost Fall (spell)
- **Ultimate Equipment** - Deathwatch eyes (equipment); Heavyload belt (equipment); Robe of needles (equipment)
- **Ultimate Magic** - Ear-Piercing Scream (spell)

Cleis Frostclaw – 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.

Draconic Aspect **Feat**

You possess some of the qualities of your dragon ancestors.

Prerequisite: Kobold.

Benefit: Your scales take on the color and some of the resistances of one of the chromatic dragons. Choose one of the following chromatic dragon types: black (acid), blue (electricity), green (acid), red (fire), or white (cold). Your scales take on the color of that dragon, and you gain resistance 5 to the dragon color's corresponding energy type.

Special: If you have the dragon-scaled racial trait, your scale color does not change and you gain a +1 natural armor bonus instead.

Appears In : Advanced Race Guide

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.

Improved Initiative **Feat**

Your quick reflexes allow you to react rapidly to danger.

Benefit: You get a +4 bonus on initiative checks.

Kobold Confidence (Charisma) **Feat**

Your cunning, confidence, or faith in the draconic power in your blood allows you to overcome your physical frailty.

Prerequisite: Charisma 13, kobold.

Benefit: You use your Charisma, Intelligence, or Wisdom in place of Constitution to determine your bonus to Fortitude saves and your maximum negative hit points before death. Once this choice has been made, it can't be changed.

Appears In : Kobolds of Golarion

Merciful Spell **Feat**

Your damaging spells subdue rather than kill.

Benefit: You can alter spells that inflict damage to inflict nonlethal damage instead. Spells that inflict damage of a particular type (such as fire) inflict nonlethal damage of that same type. A merciful spell does not use up a higher-level spell slot than the spell's actual level.

Appears In : Advanced Player's Guide

Toughness **Feat**

You have enhanced physical stamina.

Benefit: You gain +3 hit points. For every Hit Die you possess beyond 3, you gain an additional +1 hit point. If you have more than 3 Hit Dice, you gain +1 hit points whenever you gain a Hit Die (such as when you gain a level).

Dragonfoe **Trait**

You've always hated dragons. Perhaps one of your ancestors was a well-known dragonslayer, or a rampaging dragon killed your family or friends. Maybe the stories you grew up hearing about knights rescuing captive princes and princesses from the clutches of evil dragons inspired you to slay dragons. Whatever the reason for your obsession, it has driven you to study how to fight dragons and defend yourself against their fearsome attacks. You gain a +1 dodge bonus to AC against creatures with the dragon type and a +2 trait bonus on Reflex saves against breath weapon attacks.

Appears In : Giant Hunter's Handbook, Giantslayer

Elemental Accident (Fire, 1/day) **Trait**

A traumatic experience in your childhood, such as surviving a violent earthquake, fleeing a shipwreck, escaping a devastating fire, or getting struck by lightning, caused you to develop a fear of the corresponding element. You can instinctively shield yourself against elemental dangers of that type. Select acid, cold, electricity, or fire at character creation (once chosen, this damage type can't be changed). Once per day when you are subjected to an attack or effect that deals energy damage of that type, you can gain resistance 10 against that damage type for 1 round as an immediate action. This resistance does not stack with any existing resistance you might have against that energy type.

Appears In : Elemental Master's Handbook

Seeker **Trait**

You are always on the lookout for reward and danger. You gain a +1 trait bonus on Perception checks, and Perception is always a class skill for you.

Appears In : Ultimate Campaign

Dragon Affinity **Unknown**

Kobold sorcerers with the draconic bloodline or kobold bloodline (*Advanced Race Guide* 134) treat their Charisma scores as 2 points higher for all sorcerer spells and class abilities. This racial trait replaces the armor trait.

Appears In : Inner Sea Races

Energy Resistance, Cold (5) **Unknown**

You have the specified Energy Resistance against Cold attacks.

Gliding Wings **Unknown**

Some kobolds are born with wings that, while too weak for actual flying, do allow them to fall at a very slow and safe pace. A kobold with wings can use them to glide. It can make a DC 15 Fly check to fall safely from any height without taking falling damage, as if using *feather fall*. When falling safely, it may make an additional DC 15 Fly check to glide, moving 5 feet laterally for every 20 feet it falls. This racial trait replaces crafty.

Appears In : Advanced Race Guide

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.

Cleis Frostclaw – Abilities & Gear

Blood Intensity +6 (Sorcerer Bloodline Power [3rd], Class Ability)

Whenever you cast a bloodrager or sorcerer spell that deals damage, you can increase its maximum number of damage dice by an amount equal to your Strength or Charisma modifier, whichever is higher. This otherwise functions as-and does not stack with- the Intensified Spell ^{UM} feat. You can use this ability once per day at 3rd level and one additional time per day for every 4 caster levels you have beyond 3rd, up to five times per day at 19th level. This ability replaces the sorcerer's 3rd-level bloodline power or the bloodrager's 8th-level bloodline power.

Appears In : Magic Tactics Toolbox

Frost Claw (Su) Class Ability (Sorcerer, Sorcerer)

Frost Claw allows Cleis to cast Mage Hand at will, and Silent Image at will on the Mage Hand.

Mage Hand:

Range close (25 ft. + 5 ft./2 levels)

Target one non-magical, unattended object weighing up to 5 lbs.

Duration concentration

Saving Throw none; Spell Resistance no

"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."

Silent Image:

Range long (400 ft. + 40 ft./level)

Effect visual figment that cannot extend beyond four 10-ft. cubes + one 10-ft. cube/level (S)

Duration concentration

Saving Throw Will disbelief (if interacted with); Spell Resistance no

"This spell creates the visual illusion of an object, creature, or force, as visualized by you. The illusion does not create sound, smell, texture, or temperature. You can move the image within the limits of the size of the effect."

Kobold Class Ability (Sorcerer)

While many kobold sorcerers tout their purely draconic bloodline, over generations of eldritch training, some such spellcasters have created a bloodline that, while tinged with some draconic magic, is the embodiment of the race's virtue distilled into arcane form. Many practitioners of this bloodline go on to lead powerful kobold tribes.

Bloodline Arcana : Whenever you cast a spell against a creature that is denied its Dexterity bonus to AC, increase that spell's DC by +2.

Appears In : Advanced Race Guide

Trap Rune 1d8+8 (10/day, DC 21) (Sp) Class Ability (Sorcerer)

At 1st level, as a standard action, you can sketch a single, nearly invisible magical rune on any 5-foot-square solid surface. When you create a rune, pick one of the following energy types: acid, cold, electricity, or fire. While the rune is active, the next creature other than you who steps on or touches the rune's area causes the rune to explode. The rune's explosion deals a number of points of energy damage equal to $1d8 + 1$ per sorcerer level you possess to anything in its square. A Reflex saving throw halves the damage (DC $10 + 1/2$ your sorcerer level + your Charisma modifier). The rune is considered a magical trap for the purpose of perceiving it or disabling it. The DC for both Perception and Disable Device checks is the same as the Reflex saving throw to halve the damage. You can use this ability a number of times per day equal to $3 +$ your Charisma modifier. Each rune lasts for 24 hours or until discharged.

Deathwatch eyes Wondrous Item (Eyes)

These blood red crystal lenses fit snugly over the wearer's eyes. The wearer gains the constant effects of the *deathwatch* spell.

Construction

Requirements Craft Wondrous Item, *deathwatch*; **Cost** 1,000 gp

Appears In : Ultimate Equipment

Heavyload belt Wondrous Item (Belt)

This wide leather is held together with two strands of oxen skin threaded through holes on each end. The belt's wearer is affected as though subject to a permanent *ant haul* spell (Advanced Player's Guide).

Construction

Requirements Craft Wondrous Item, *ant haul*; **Cost** 1,000 gp

Appears In : Ultimate Equipment

Ioun stone (deep red sphere) Wondrous Item

This stone grants the bearer a +2 enhancement bonus to Dexterity.

A Sphere is usually smooth and almost perfectly round in all dimensions.

These crystalline stones always float in the air and must be within 3 feet of their owner to be of any use. When a character first acquires a stone, she must hold it and then release it, whereupon it takes up a circling orbit 1d3 feet from her head. Thereafter, a stone must be grasped or netted to separate it from its owner. The owner may voluntarily seize and stow a stone (to keep it safe while she is sleeping, for example), but she loses the benefits of the stone during that time. Ioun stones have AC 24, 10 hit points, and hardness 5. The powers of each stone vary depending on its color and shape (see the table).

Resonant Power:

Improved Unarmed Strike.

Construction

Requirements Craft Wondrous Item, *cat's grace*, creator must be 12th level; **Cost** 4,000 gp

Robe of needles (6/day) Wondrous Item (Body)

This dark, hooded robe has six long, silvery, razor-sharp needles protruding from the bottom of its loose sleeves, three on each side. The wearer can launch one needle as a ranged touch attack. The needle counts as a thrown weapon with a range increment of 10 feet. If the needle hits, it embeds itself in the target's flesh, dealing 1 point of piercing damage and 1 point of bleed damage. A creature can pull out the needle as a full-round action, which ends the bleed effect. The needle is destroyed if an attack with it misses or when it is removed from a creature it was embedded in. The robe regrows all spent needles each morning.

Construction

Requirements Craft Wondrous Item, *bleed*; **Cost** 500 gp.

Appears In : Ultimate Equipment

Sessions to Date - Cleis Frostclaw (Adventure Journal)

Date (game world) : 0000/00/00; **Date (real world)** : 2019/11/02
XP Reward : 19479 XP; **Net Cash** :

- no notes -

Seacats - Cleis Frostclaw (Adventure Journal)

Date (game world) : 0000/00/00; **Date (real world)** : 2019/11/09
XP Reward : 500 XP; **Net Cash** :

- no notes -

Giant Stinky Men - Cleis Frostclaw (Adventure Journal)

Date (game world) : 0000/00/00; **Date (real world)** : 2019/11/16
XP Reward : 850 XP; **Net Cash** :

- no notes -

Controlled a Bulette - Cleis Frostclaw (Adventure Journal)

Date (game world) : 0000/00/00; **Date (real world)** : 2020/01/25
XP Reward : 2071 XP; **Net Cash** :

- no notes -

SPOOKY CAVE - Cleis Frostclaw (Adventure Journal)

Date (game world) : 0000/00/00; **Date (real world)** : 2020/02/01
XP Reward : 320 XP; **Net Cash** :

- no notes -

Sweetmorn 6th of Chaos - Cleis Frostclaw (Adventure Journal)

Date (game world) : 3467/01/06; **Date (real world)** : 2020/03/28
XP Reward : 1280 XP; **Net Cash** :

- no notes -

Setting Orange 10th of Chaos - Cleis Frostclaw (Adventure Journal)

Date (game world) : 3467/01/10; **Date (real world)** : 2020/03/28
XP Reward : 1040 XP; **Net Cash** :

- no notes -

Boomtime 12th of Chaos - Cleis Frostclaw (Adventure Journal)

Date (game world) : 3467/01/12; **Date (real world)** : 2020/03/28
XP Reward : 773 XP; **Net Cash** :

- no notes -

Setting Orange 15th of Chaos - Cleis Frostclaw (Adventure Journal)

Date (game world) : 3467/01/15; **Date (real world)** : 2020/03/28
XP Reward : 960 XP; **Net Cash** :

- no notes -

Sweetmorn 16th of Chaos - Cleis Frostclaw (Adventure Journal)

Date (game world) : 3476/01/16; **Date (real world)** : 2020/03/28
XP Reward : 2100 XP; **Net Cash** :

- no notes -

Setting Orange 20th of Chaos - Cleis Frostclaw (Adventure Journal)

Date (game world) : 3467/01/20; **Date (real world)** : 2020/03/28
XP Reward : 2360 XP; **Net Cash** :

- no notes -

Setting Orange 21st of Chaos - Cleis Frostclaw (Adventure Journal)

Date (game world): 3467/01/21; **Date (real world):** 2020/03/28
XP Reward: 1000 XP; **Net Cash:**

- no notes -

Pungenday 53rd of Chaos - Cleis Frostclaw (Adventure Journal)

Date (game world): 3467/01/53; **Date (real world):** 2020/05/04
XP Reward: 1280 XP; **Net Cash:**

- no notes -

Slow Track EXP Adjust - Cleis Frostclaw (Adventure Journal)

Date (game world): 0000/00/00; **Date (real world):** 2020/05/04
XP Reward: 17492 XP; **Net Cash:**

- no notes -

Prickle-Prickle 46th of Confusion - Cleis Frostclaw (Adventure Journal)

Date (game world): 0000/00/00; **Date (real world):** 2020/06/20
XP Reward: 1614 XP; **Net Cash:**

- no notes -

Boomtime 51st of Confusion - Cleis Frostclaw (Adventure Journal)

Date (game world): 0000/00/00; **Date (real world):** 2020/07/20
XP Reward: 1000 XP; **Net Cash:**

- no notes -

EXP Catchup - Cleis Frostclaw (Adventure Journal)

Date (game world): 0000/00/00; **Date (real world):** 2021/01/23
XP Reward: 22847 XP; **Net Cash:**

- no notes -

Level 8 - Cleis Frostclaw (Adventure Journal)

Date (game world): 0000/00/00; **Date (real world):** 2021/01/23
XP Reward: 34 XP; **Net Cash:**

- no notes -