

## DORIAN DELISAN CANTAR

*Neutral Gnome Sorcerer 1*

**Strength** 6 (-2)  
**Dexterity** 14 (+2)  
**Constitution** 16 (+3)  
**Intelligence** 12 (+1)  
**Wisdom** 10 (+0)  
**Charisma** 16 (+3)

*Small Size:* +1 to attack, +1 AC, +4 to Hide, 20 ft base movement.

### Feats

*Heroic Spirit:* +3 additional action points per level.

**Action Points (8):**

**Hit Points (7):**

**Initiative Modifier:** +2

**Movement:** 20 ft

**Armor Class:** 13 (Touch 13, FF 10)

**Fort:** +3      **Reflex:** +2      **Will:** +2

**BAB:** +0      **Grapple:** -5

### Dagger

Attack: -1 melee

Damage: 1d3-2 slashing

Critical: 19-20/x2

### Light Crossbow

Attack: +3 ranged

Damage: 1d6 piercing

Range Increment: 80 ft

Critical: 19-20/x2

### Alchemist's Fire

Attack: +3 ranged touch

Damage: 1d6 fire

Range Increment: 10 ft

Critical: 20/x2

### Racial Features

+2 save vs. Illusions

+1 DC to all illusion spells

+2 to Listen and Craft (alchemy)

+1 to attack rolls against kobolds & goblinoids

+4 dodge bonus vs. giants

*Spell:* Once per day, can use *speak with animals, dancing lights, ghost sound, and prestidigitation.*

*Low-light Vision:* Can see twice as far as a human in conditions of poor illumination.

### Skills

Bluff (4) +7

Climb -2

Concentration (1) +4

Craft (Alchemy) (1) +4

Craft (Armorsmith) (4) +5

Diplomacy +3

Hide +6

Jump -2

Knowledge (arcana)(1) +4

Listen +2

Move Silently   2

Search +1

Spellcraft (1) +2

Spot +0

Swim -2

### Modifier

### Languages

Common, Elvish, Gnomish

### Equipment

Backpack

Sunrod

Alchemist's Fire (1 vial)

Spell Component Pouch

Traveler's outfit

You were born in Zilargo, homeland of the gnomes. Though largely spared from the devastation of the war that shattered the kingdom of Galifar, Zilargo holds many dangers of its own. The feuds between the great gnomish families stretch back for centuries, and they wax and wane. When times are good, enemies will simply engage in verbal sparring and political debate. When times are bad, people die.

Times are very bad for the Delisans at the moment. After your parents were assassinated, your grandfather sent you out of the country. Apparently a number of other families had joined forces against you, and your grandfather hinted that there was something dark and powerful behind the persecution, making vague references to "dragons returning to roost." He insisted that you flee Zilargo and take shelter amidst the chaos of the Last War, finding new allies you could trust. The only non-Zil friend you knew was the halfling healer Tezz, who had enlisted with the Army of Cyre. The Cyrans were more than happy to have a recruit with your magical talents, and for a few years you found a home with the Southern Command of Cyre. You made new friends, and in time you even began to believe in the cause you were fighting for.

Then came the Mourning. In 994, a magical catastrophe devastated the land of Cyre, transforming the beautiful realm into a blasted wasteland filled with supernatural hazards and terrible monsters – a twisted place known as the Mourland. Your army, your friends, your home – it all vanished in a single night. You were on a border patrol when disaster struck, otherwise you would have likely died as well. The war has come to a halt – for now – but you have no place in it. You've heard nothing from your grandfather since you left Zilargo, and the messages you've sent via the stones have not been returned. Perhaps you are the last of the Delisans. Your fellow soldiers are the only companions you can trust. Someday, you will lead your friends to Zilargo and unravel the mystery that may have doomed your family. You will expose your enemies and make them pay for your parent's deaths. Until then, you are wandering the world, honing your skills and doing what you can to make powerful allies. You will need them in the battles that lie ahead.

Your companions are:

**Slate**, the warforged soldier that you recovered from the Mourland. He is a powerful warrior with immense strength, and usually takes point in melee combat. He has no memory of anything that occurred before the Mourning, and is still struggling to find his own identity. As you saved his life, he has formed a close bond with you and has sworn to protect you from harm.

**Tezz**, your old halfling friend. Tezz is a wily scout and spy who also possesses the Mark of Healing.

**Dymus Deneith**, a warrior-monk of Dol Dorn. Dymus is an heir of House Deneith and bears the Mark of Sentinel, but he turned his back on his house to embrace the cause of Cyre. Born into the house of mercenaries, Dymus often seeks to provide guidance in combat situations. While he is a little stiff for your liking, you know you can trust him to be true to his word.

**Kesht**, a shifter priest of the Sovereign Host. Kesht is a warrior as well as a healer, dedicated to Dol Dorn and Balinor, the sovereigns of war and the hunt.

**Rael Dehlyr**, a ranger of the Valenar elves. Rael is an honorable warrior, and when his people betrayed Cyre he turned his back on them and continued to serve the nation. With the destruction of Cyre, he still seeks a way to redeem the sins of his people and bring honor to the memory of his ancestors.

## SPELLS

### 0-level spells (DC 13) □□□□□

*Acid Splash*: Ranged touch attack deals 1d3 points of damage.

*Daze*: Humanoid creature of 4 HD or less loses next action.

*Detect Magic*: Detect spells and magic items within 50 feet.

*Mending*: Makes minor repairs on an object.

### 1<sup>st</sup>-level spells (DC 14) □□□□□

*Color Spray*: DC 15, cone may stun, blind, or knock out victims.

*Repair Light Damage*: Restores 1d8+1 hit points to a damaged construct.

## SPELL-LIKE ABILITIES

- *Speak with Animals*: Communicate with a burrowing mammal. Lasts for one minute.
- *Dancing Lights*: Creates torches or other lights. Lasts for 1 minute.
- *Ghost Sounds*: Figment sounds, DC 14 to disbelieve.
- *Prestidigitation*: Performs minor tricks.