

Born with powers he did not desire, Scott instead hones his physical combat abilities as he strives to be a strong leader both on and off the battlefield.

SCOTT SUMMERS

Human (Jadwiga) Sorcerer 1
LN Medium humanoid (human)
Init +2; Senses Perception +6

DEFENSE

AC 12, touch 12, flat-footed 10 (+2 Dex)
hp 10 (1d6+4)
Fort +1, Ref +2, Will +5; +2 trait bonus vs. divination effects

OFFENSE

Speed 30 ft.
Melee club +3 (1d6+3) and cold iron sickle +3 (1d6+3) and silver dagger +3 (1d4+2/19-20)
Special Attacks bloodline arcana: elemental
Spell-Like Abilities (CL 1st; concentration +2)
4/day—elemental ray
Sorcerer Spells Known (CL 1st; concentration +2):
1st (4/day)—*mage armor, true strike*
0 (at will)—*detect magic, detect poison, message, ray of frost*

STATISTICS

Str 16, Dex 14, Con 12, Int 11, Wis 14, Cha 12
Base Atk +0; CMB +3; CMD 15
Feats Eschew Materials, Skill Focus (Perception), Toughness
Traits carefully hidden, defensive strategist
Skills Fly +6, Knowledge (arcana) +4, Perception +6
Languages Common
SQ bloodlines (elemental)
Combat Gear potion of cure light wounds; Other Gear club, cold iron sickle, silver dagger, backpack, a bedroll, a belt pouch, a clay mug, a dagger, two fishhooks, a flint and steel, a sewing needle, a signal whistle, 50 feet of string, 50 feet of thread, a water-

skin, a week's worth of trail rations, and a whetstone, 54 gp

SPECIAL ABILITIES

Bloodline Arcana: Elemental (Ex) You may change any energy spell to use Fire energy.
Carefully Hidden You gain a +1 trait bonus to Will saves and a +2 trait bonus to saving throws versus divination effects.
Defensive Strategist You aren't flat-footed during a surprise round that you don't get to act in or before you get to act at the start of a battle.
Elemental (Fire) You may change any energy spell to use your bloodline's energy type.
Elemental Ray (4/day) (Sp) Ranged touch attack deals 1d6 Fire damage
Eschew Materials Cast spells without materials, if component cost is 1 gp or less.

Scott, his parents, and his younger brother lived an oppressed life in Irrisen, one that his father sought to rectify. A daring escape left Scott gravely injured and his parents pinned down at the border of Irrisen, fending off one of the winter witches' doll sentries. Fortune smiled as Scott's brother found a group of immigrants and pilgrims making their way south, stabilizing Scott and getting them as far as Magnimar. By the time Scott had finally fully recovered, he was under the care of an orphanage and his brother had long since been adopted. The road to recovery was long, though Scott was tenacious. Scott's special talents manifested slowly; the orphanage manager recognized Scott's gifts and petitioned the Heidmarchs to allow him gainful employment at their manor. With the help of the Pathfinder Society, Scott has been able to come to terms with his past (going as far as to adopt the surname "Summers" to distance himself further from Irrisen) and his growing powers.



“You wouldn't hit a man with glasses on, would you? .”