

## SEONI

SORCERER 1

ANCESTRY	HUMAN (SKILLED)	BACKGROUND	NOMAD
SPEED	25 FEET	PERCEPTION	+4 (TRAINED)
LANGUAGES	COMMON, DRACONIC, VARISIAN	CLASS DC	17

STRENGTH	DEXTERITY	CONSTITUTION
<b>STR</b> +0	<b>DEX</b> +2	<b>CON</b> +1
INTELLIGENCE	WISDOM	CHARISMA
<b>INT</b> +1	<b>WIS</b> +1	<b>CHA</b> +4

## DEFENSES

CURRENT HIT POINTS	MAX HIT POINTS	ARMOR CLASS	AC WITH SHIELD RAISED
	15	15	16
FORTITUDE	REFLEX	WILL	
+4	+5	+6	

## STRIKES

MELEE	◆ staff +3 [-2/-7] (two-hand 1d8), 1d4 bludgeoning
RANGED	◆ crossbow +5 [+0/-7] (range increment 120 feet, reload 1), 1d8 piercing

## SKILLS

ACROBATICS (DEX)	ARCANA (INT)	ATHLETICS (STR)
+2	+4 ●	+0
CRAFTING (INT)	DECEPTION (CHA)	DIPLOMACY (CHA)
+4 ●	+7 ●	+7 ●
INTIMIDATION (CHA)	HILLS LORE (INT)	LORE (OTHER; INT)
+7 ●	+4 ●	+1
MEDICINE (WIS)	NATURE (WIS)	OCCULTISM (INT)
+1	+1	+1
PERFORMANCE (CHA)	RELIGION (WIS)	SOCIETY (INT)
+4	+1	+4 ●
STEALTH (DEX)	SURVIVAL (WIS)	THIEVERY (DEX)
+2	+4 ●	+2

● = TRAINED ●● = EXPERT ●●● = MASTER

## FEATS AND ABILITIES

ANCESTRY ABILITIES	Adapted Cantrip
SKILL FEATS	Assurance (Survival)
CLASS ABILITIES	blood magic, bloodline (imperial), sorcerer spellcasting, sorcerous potency

\* Abilities with an asterisk have already been calculated into Seoni's statistics and do not appear elsewhere.

## EQUIPMENT

BULK	Current: 3, 1 L; Maximum: 5 Bulk
WORN	lesser antidote, backpack, explorer's clothing, crossbow (10 bolts), minor elixir of life (3), staff
STOWED	bedroll, candle (10), flint and steel, rations (3 weeks), waterskin, writing set
WEALTH	3 sp, 8 cp

## SPELLS

SPELL ATTACK	+7	SPELL DC	17
CANTRIPS (AT WILL)	caustic blast, detect magic, forbidding ward, frostbite, shield		
1ST RANK	dizzying colors, force barrage, grim tendrils		



## WHAT IS A SORCERER?

You are a powerful spellcaster whose power comes from channeling the magic that innately flows through your body.

## SEONI

SORCERER

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### EQUIPMENT

The following rules apply to Seoni's equipment.

- ☐ **Antidote, Lesser** (alchemical, consumable, elixir) **Activate** (Interact) **Effect** Upon drinking this elixir, you gain a +2 item bonus on Fortitude saving throws against poison for 6 hours.

**Backpack** A backpack can hold up to 4 Bulk worth of items. If you're carrying or stowing the pack rather than wearing it on your back, its Bulk is light instead of negligible. The first 2 Bulk of items stowed in your backpack do not count against your Bulk limits (and are not included in your worn Bulk).

- ☐☐☐ **Elixir of Life, Minor** (alchemical, consumable, elixir, healing) **Activate** (Interact); **Effect** Upon drinking this elixir, you regain 1d6 Hit Points and gain a +1 item bonus to saving throws against diseases and poisons for 10 minutes.

**Reload** (trait) This weapon takes 1 Interact action to reload before it can be fired again.

**Two-Hand** (trait) This weapon can be wielded with two hands. Doing so changes its weapon damage die to the indicated value.

### FEATS AND ABILITIES

Seoni's feats and abilities are described below.

**Adapted Cantrip** You can cast *forbidding ward* as an arcane spell (included in Seoni's cantrips).

**Assurance - Survival** (fortune) Even in the worst circumstances, you can perform basic tasks with the Survival skill. You can forego rolling a skill check for your chosen skill to instead receive a total check result of 13 (do not apply any modifiers to this result).

**Bloodline** (Imperial) Your bloodline defines the source of your magical power; for you this is your connection to ancient spellcasters who had mastered magic, and their power manifests in you.

**Blood Magic** Whenever you cast *ancestral memories*, or *force barrage* using one of your spell slots, you gain your choice of a +1 status bonus to either AC or saving throws.

**Sorcerer Spellcasting** You can cast arcane spells using the Cast a Spell activity. See the Spells section below for details on the spells you can cast.

**Sorcerous Potency** When you Cast a Spell from your spell slots that either deals damage or restores Hit Points, you gain a status bonus to that spell's damage or healing equal to the spell's rank. This applies only to the initial damage or healing the spell deals when cast. An individual creature takes this damage or benefits from this healing only once per spell, even if the spell would damage or heal that creature multiple times. This bonus has already been noted on Seoni's 1st-rank spells.

- ☐ **Focus Points** You gain a pool of Focus Points that allow you to cast your bloodline spell: *ancestral memories*. Each use of this spell uses 1 Focus Point and you currently have a total focus pool of 1.

**Ancestral Memories** (uncommon, concentrate, focus, sorcerer) The memories of long-dead spellcasters grant you their knowledge, making your spells more formidable. You gain either a +1 status bonus to the next spell attack roll you attempt before the end of your turn or an enemy within 60 feet takes a -1 status penalty to the next saving throw they attempt against a spell you cast before the end of your turn.

### SPELLS

Seoni can cast the following spells. She can cast her 1st-rank spells three times per day in any combination.

### CANTRIPS

**Caustic Blast** (acid, cantrip, concentrate, manipulate) **Range** 30 feet; **Area** 5-foot burst; **Defense** basic Reflex; **Effect** You fling a large glob of acid that immediately detonates, spraying nearby creatures. Creatures in the area take 1d8 acid damage with a basic Reflex save; on a critical failure, the creature also takes 1 persistent acid damage.

**Detect Magic** (cantrip, detection, manipulate) **Area** 30-foot emanation; **Effect** You send out a pulse that registers the presence of magic. You receive no information beyond the presence or absence of magic. You can choose to ignore magic you're fully aware of, such as the magic items and ongoing spells of you and your allies. You detect illusion magic only if that magic's effect has a lower rank than the rank of your *detect magic* spell, though items that have an illusion aura but aren't deceptive in appearance (such as an invisibility potion) are typically detected normally.

**Forbidding Ward** (cantrip, concentrate, manipulate) **Range** 30 feet; **Targets** 1 ally and 1 enemy; **Duration** sustained up to 1 minute; **Effect** You ward an ally against the attacks and hostile spells from the target enemy. The target ally gains a +1 status bonus to Armor Class and saving throws against the target enemy's attacks, spells, and other effects.

**Frostbite** (cantrip, cold, concentrate, manipulate) **Range** 60 feet; **Targets** 1 creature; **Defense** Fortitude; **Effect** An orb of biting cold coalesces around your target, freezing its body. The target takes 2d4 cold damage with a basic Fortitude save. On a critical failure, the target also gains weakness 1 to bludgeoning until the start of your next turn.

**Shield** (cantrip, concentrate, force) **Duration** until the start of your next turn; **Effect** You raise a magical shield of force. This counts as using the Raise a Shield action (*Player Core* 419), giving you a +1 circumstance bonus to AC until the start of your next turn, but it doesn't require a hand to use.

While the spell is in effect, you can use the Shield Block reaction (page 262) with your magic shield. The shield has Hardness 5. You can use the spell's reaction to reduce damage from any spell or magical effect, even if it doesn't deal physical damage. After you use Shield Block, the spell ends and you can't cast it again for 10 minutes.

**Shield Block** **Trigger** You would be damaged by a physical attack while your shield is conjured. **Effect** You interpose your magical shield between you and the attack, reducing the damage by 5. You take any remaining damage.

### 1ST

**Dizzying Colors** (concentrate, illusion, incapacitation, manipulate, visual) **Area** 15-foot cone; **Defense** Will; **Duration** 1 or more rounds; **Effect** You unleash a swirling multitude of colors that overwhelms creatures based on their Will saves.

**Critical Success** The creature is unaffected.

**Success** The creature is dazzled for 1 round.

**Failure** The creature is stunned 1, blinded for 1 round, and dazzled for 1 minute.

**Critical Failure** The creature is stunned for 1 round and blinded for 1 minute.

**Force Barrage** ◆ to ◆◆◆ (concentrate, force, manipulate) **Range** 120 feet; **Targets** 1 creature; **Effect** You fire a shard of solidified magic toward a creature that you can see. It automatically hits and deals 1d4+2 force damage. For each additional action you use when Casting the Spell, increase the number of shards you shoot by one, to a maximum of three shards for 3 actions. You choose the target for each shard individually. If you shoot more than one shard at the same target, combine the damage before applying bonuses or penalties to damage, resistances, weaknesses, and so forth.

**Grim Tendrils** ◆◆ (concentrate, manipulate, void) **Area** 30 foot line; **Defense** Fortitude; **Effect** You unleash a wave of dark tendrils, dealing 2d4+1 void damage and 1 persistent bleed damage to living creatures in the line. Each living creature in the line must attempt a Fortitude save.

**Critical Success** The creature is unaffected.

**Success** The creature takes half the void damage and no persistent bleed damage.

**Failure** The creature takes full damage.

**Critical Failure** The creature takes double void damage and double persistent bleed damage.