

SEONI

SORCERER



ANCESTRY	HUMAN (SKILLED)	BACKGROUND	NOMAD
SPEED	25 FEET	PERCEPTION	+6 (TRAINED)
LANGUAGES	COMMON, DRACONIC, VARISIAN	CLASS DC	19

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

DEFENSES

CURRENT HIT POINTS	MAX HIT POINTS	ARMOR CLASS	AC WITH SHIELD CAST
	32	17	18
FORTITUDE	REFLEX	WILL	
+6	+7	+8	

STRIKES

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

SKILLS

ACROBATICS (DEX)	ARCANA (INT)	ATHLETICS (STR)
+2	+7 ●	+0
CRAFTING (INT)	DECEPTION (CHA)	DIPLOMACY (CHA)
+6 ●	+11 ●●	+9 ●
INTIMIDATION (CHA)	HILLS LORE (INT)	LORE (OTHER; INT)
+9 ●	+6 ●	+1
MEDICINE (WIS)	NATURE (WIS)	OCCULTISM (INT)
+1	+1	+1
PERFORMANCE (CHA)	RELIGION (WIS)	SOCIETY (INT)
+4	+1	+6 ●
STEALTH (DEX)	SURVIVAL (WIS)	THIEVERY (DEX)
+2	+6 ●	+2

● = TRAINED ●● = EXPERT ●●● = MASTER

FEATS AND ABILITIES

ANCESTRY ABILITIES	Adapted Cantrip
CLASS FEATS	Blood Rising
GENERAL FEATS	Toughness
SKILL FEATS	Assurance (Survival), Lie to Me
CLASS ABILITIES	bloodline (imperial), blood magic, 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, 2 L; Maximum 5 Bulk
WORN	lesser antidote, backpack, crossbow (10 bolts), minor elixir of life (3), explorer's clothing, mage's hat, staff
STOWED	bedroll, candle (10), flint and steel, rations (3 weeks), scroll case, waterskin, writing set
WEALTH	8gp, 4sp

SPELLS

SPELL ATTACK	+9	SPELL DC	19
CANTRIPS (AT WILL)	caustic blast, detect magic, forbidding ward, frostbite, prestidigitation, shield		
1ST RANK	dizzying colors, force barrage, grim tendrils, sure strike		
2ND RANK	dispel magic, floating flame, revealing light		



WHAT IS A SORCERER?

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

EQUIPMENT

The following rules apply to Seoni's equipment.

□ **Antidote, Lesser** (alchemical, consumable, elixir) **Activate** [one-action] (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** [one-action] (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.

Mage's Hat (arcane, invested): This hat comes in many forms, such as a colorful turban or a pointy hat with a brim, and is adorned with symbols or runes. It grants you a +1 item bonus to Arcana checks (already added to Seoni's stats) and allows you to cast the *prestidigitation* cantrip as an arcane innate cantrip.

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 15 (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*, *dispel magic* or *force barrage* using one of your spell slots, you gain your choice of a +1 status bonus to either AC or saving throws until the start of your next turn.

Blood Rising ☞ (arcane) When a creature targets you with an arcane spell, the magic in your blood surges in response. You generate your blood magic effect; this bonus applies against the triggering spell and lasts until the beginning of your next turn.

□ **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 ♦ (concentrate) 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.

Lie to Me You can use Deception to weave traps to trip up anyone trying to deceive you. If you can engage in conversation with someone trying to Lie to you, use your Deception DC if it is higher than your Perception DC to determine whether they succeed. This doesn't apply if you don't have a back-and-forth dialogue, such as when someone attempts to Lie during a long speech.

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 spells.

Toughness Your body can withstand more punishment than most before succumbing. Increase your maximum Hit Points by your level (this has already been factored into Seoni's Hit Points). You reduce the DC of recovery checks by 1.

SPELLS

Seoni can cast the following spells. She can cast her 1st-rank spells four times per day in any combination, and her 2nd-rank spells three times per day in any combination.

CANTRIPS

Caustic Blast ♦♦ (acid, 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 ♦♦ (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 ♦♦ (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 (attack, 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 3d4 cold damage with a basic Fortitude save. On a critical failure, the target also gains weakness 2 to bludgeoning until the start of your next turn.

Prestidigitation (concentrate, manipulate); **Range** 10 feet; **Targets** 1 object (cook, lift or tidy only); **Duration** sustained; **Effect** The simplest magic does your bidding. You can perform simple magical effects for as long as you Sustain the spell. Each time you Sustain

the spell, you can choose one of four options.

Cook Cool, warm, or flavor 1 pound of nonliving material.

Lift Slowly lift an unattended object of light Bulk or less 1 foot off the ground.

Make Create a temporary object of negligible Bulk, made of congealed magical substance. The object looks crude and artificial and is extremely fragile—it can't be used as a tool, weapon, or locus or cost for a spell.

Tidy Color, clean, or soil an object of light Bulk or less. You can affect an object of 1 Bulk with 10 rounds of concentration, and a larger object a 1 minute per Bulk.

Prestidigitation can't deal damage or cause adverse conditions. Any actual change to an object (beyond what is noted above) persists only as long as you Sustain the spell.

Shield ◆ (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.

Signature Spell You can cast this spell in a 2nd-rank slot to heighten it and increase its power. If you cast it using a 2nd-rank slot, the void damage increases by 2d4, and the persistent bleed damage increases by 1.

Sure Strike ◆ (concentrate, fortune); **Duration** until the end of your turn; **Effect** A glimpse into the future ensures your next blow strikes true. The next time you make an attack roll before the end of your turn, roll the attack twice and use the better result. The attack ignores circumstance penalties to the attack roll and any flat check required due to the target being concealed or hidden.

2ND

Dispel Magic ◆◆ (concentrate, manipulate) **Range** 120 feet; **Targets** 1 spell effect or unattended magic item; **Effect** You unravel the magic behind a spell or effect. Attempt a counteract check against the target. If you successfully counteract a magic item, it becomes a mundane item of its type for 10 minutes. This doesn't change the item's non-magical properties. If the target is an artifact or similar item, you automatically fail.

Counteract Check Counteract checks compare the power of two forces and determine which defeats the other. Successfully counteracting an effect ends it unless noted otherwise. When attempting a counteract check, add the relevant skill modifier or other appropriate modifier to your check against the target's DC. For spells, the counteract check modifier is your spellcasting ability modifier plus your spellcasting proficiency bonus, plus any bonuses and penalties that specifically apply to counteract checks. What you can counteract depends on the check result and the target's level.

Critical Success Counteract the target if its counteract level is no more than 3 levels higher than your effect's counteract level.

Success Counteract the target if its counteract level is no more than 1 level higher than your effect's counteract level.

Failure Counteract the target if its counteract level is lower than your effect's counteract level.

Critical Failure You fail to counteract the target.

Floating Flame ◆◆ (concentrate, fire, manipulate) **Range** 30 feet; **Area** 1 5-foot square; **Defense** Reflex; **Duration** sustained up to 1 minute; **Effect** You create a fire that burns without fuel and moves to your commands. The flame deals 3d6+1 fire damage to each creature in the square in which it appears, with a basic Reflex save. When you Sustain this spell, you can levitate the flame up to 10 feet. It then deals damage to each creature whose space it shared at any point during its flight. This uses the same damage and save, and you roll the damage once each time you Sustain. A given creature can take damage from *floating flame* only once per round.

Revealing Light ◆◆ (concentrate, light, manipulate) **Range** 120 feet; **Area** 10-foot boost; **Defense** Reflex; **Duration** varies; **Effect** A wave of magical light washes over the area. You choose the appearance of the light, such as colorful, heatless flames or sparkling motes. A creature affected by revealing light is dazzled. If the creature was invisible, it becomes concealed instead. If the creature was already concealed for any other reason, it is no longer concealed.

Critical Success The target is unaffected.

Success The light affects the creature for 2 rounds.

Failure The light affects the creature for 1 minute.

Critical Failure The light affects the creature for 10 minutes.