

## SEONI

SORCERER



ANCESTRY	HUMAN (SKILLED)	BACKGROUND	NOMAD
SPEED	25 FEET	PERCEPTION	+9 (TRAINED)
LANGUAGES	COMMON, DRACONIC, VARISIAN	CLASS DC	21

STRENGTH	DEXTERITY	CONSTITUTION
<b>STR</b> +0	<b>DEX</b> +3	<b>CON</b> +2
INTELLIGENCE	WISDOM	CHARISMA
<b>INT</b> +1	<b>WIS</b> +2	<b>CHA</b> +4

## DEFENSES

CURRENT HIT POINTS	MAX HIT POINTS	ARMOR CLASS	AC WITH SHIELD RAISED
	51	19	20
FORTITUDE	REFLEX	WILL	
+11	+10	+11	

## STRIKES

MELEE	◆ +1 staff +8 [+3/-2] (two-hand 1d8), 1d4 bludgeoning
RANGED	◆ crossbow +10 [+5/+0] (range increment 120 feet, reload 1), 1d8 piercing

## SKILLS

ACROBATICS (DEX)	ARCANA (INT)	ATHLETICS (STR)
+3	+11 ●●	+0
CRAFTING (INT)	DECEPTION (CHA)	DIPLOMACY (CHA)
+8 ●	+13 ●●	+13 ●
INTIMIDATION (CHA)	HILLS LORE (INT)	LORE (OTHER; INT)
+11 ●	+8 ●	+1
MEDICINE (WIS)	NATURE (WIS)	OCCULTISM (INT)
+2	+2	+1
PERFORMANCE (CHA)	RELIGION (WIS)	SOCIETY (INT)
+4	+2	+8 ●
STEALTH (DEX)	SURVIVAL (WIS)	THIEVERY (DEX)
+3	+9 ●	+3

● = TRAINED ●● = EXPERT ●●● = MASTER

## FEATS AND ABILITIES

ANCESTRY ABILITIES	Adapted Cantrip, Adaptive Adept
CLASS FEATS	Bespell Weapon, Blood Rising, Counterspell
GENERAL FEATS	Toughness
SKILL FEATS	Assurance (Arcana, Survival), Lie to Me
CLASS ABILITIES	bloodline (imperial), blood magic, sorcerer spellcasting, Sorcerous Potency, Tap Into Blood

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

## EQUIPMENT

BULK	Current 2, 9 L; Maximum 5 Bulk
WORN	lesser antidote, backpack, crossbow (10 bolts), lesser elixir of life (2), explorer's clothing, mage's hat, +1 mentalist's staff, staff
STOWED	bedroll, candle (10), flint and steel, rations (3 weeks), scroll case, waterskin, writing set
WEALTH	2 gp, 5 sp

## SPELLS

SPELL ATTACK	+11	SPELL DC	21
CANTRIPS (AT WILL)	caustic blast, detect magic, forbidding ward, frostbite, prestidigitation, shield		
1ST RANK	dizzying colors, force barrage, grim tendrils, soothe, sure strike		
2ND RANK	dispel magic, floating flame, gecko grip, revealing light		
3RD RANK	earthbind, haste, lightning bolt		



## 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** ◆ (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, Lesser** (alchemical, consumable, elixir, healing) **Activate** ◆ (Interact); **Effect** Upon drinking this elixir, you regain 3d6+6 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.

- **Mentalist's Staff** (magical, staff) This polished wooden staff bears a swirling motif reminiscent of the folds of a brain. While wielding the staff, you gain a +2 circumstance bonus to checks to identify mental magic. This staff has 3 charges which reset during your daily preparations. Seoni can spend a number of charges equal to the spell's rank to cast *mindlink* or *phantom pain* at 1st rank, or *daze* at 3rd rank. She can also expend 1 charge and a spell slot equal to the spell's rank to cast these spells.

**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).

**Adaptive Adept** You can cast *soothe* as an arcane spell (included in Seoni's spells).

**Assurance - Arcana or Survival** (fortune) Even in the worst circumstances, you can perform basic tasks with the Arcana or Survival skill. You can forego rolling a skill check for your chosen skill to instead receive a total check result of 19 (Arcana) or 17 (Survival) (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*, *force barrage*, or *haste* 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.

**Tap Into Blood** ◆ (concentrate) **Requirements** You are benefiting from a blood magic effect; **Effect** Your mind temporarily opens to the secrets of the world. Attempt to Recall Knowledge; you can use Arcana instead of the skill normally needed for that subject. If you critically fail at this check, you get a failure instead.

**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 and 2nd-rank spells four times per day in any combination, and her 3rd-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 2d8 acid damage with a basic Reflex save; on a critical failure, the creature also takes 2 persistent acid damage.

**Daze** ◆◆ (concentrate, manipulate, mental, nonlethal); **Range** 60 feet; **Targets** 1 creature; **Defense** Will; **Duration** 1 round; **Effect** You push into the target's mind and daze it with a mental jolt. The jolt deals 2d6 mental damage, with a basic Will save. If the target critically fails the save, it is also stunned 1.

**Detect Magic** ◆◆ (detection, manipulate); **Area** 30-foot emanation; **Effect** You send out a pulse that registers the presence of magic. You also learn the rank or level of the most powerful magical effect the spell detects, as determined by the GM. 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 4d4 cold damage with a basic Fortitude save. On a critical failure, the target also gains weakness 3 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 10. 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 10. 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 higher-rank slot to heighten it and increase its power. For each additional rank, the void damage increases by 2d4, and the persistent bleed damage increases by 1.

**Mindlink** ◆◆ (concentrate, manipulate, mental); **Range** touch; **Targets** 1 willing creature; **Effect** You link your mind to the target's mind and mentally impart to that target an amount of information in an instant that could otherwise be communicated in 10 minutes.

**Phantom Pain** ◆◆ (concentrate, illusion, manipulate, mental, nonlethal); **Range** 30 feet; **Targets** 1 creature; **Defense** Will; **Duration** 1 minute; **Effect** Illusory pain wracks the target, dealing 2d4 mental damage and 1d4 persistent mental damage with a Will save.

**Critical Success** The creature is unaffected.

**Success** The target takes full initial damage but no persistent damage, and the spell ends immediately.

**Failure** The target takes full initial and persistent damage, and the target is sickened 1. If the target recovers from being sickened, the persistent damage ends and the spell ends.

**Critical Failure** As failure, but the target is sickened 2.

**Soothe** ◆◆ (concentrate, emotion, healing, manipulate, mental); **Range** 30 feet; **Targets** 1 willing creature; **Duration** 1 minute; **Effect** You grace the target's mind, boosting its mental defenses and healing its wounds. The target regains 1d10+5 Hit Points when you Cast the Spell and gains a +2 status bonus to saves against mental effects for the duration.

**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.

**Signature Spell** You can cast this spell in a higher-rank slot to heighten it and increase its power.

**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.

**Gecko Grip** ♦♦ (concentrate, manipulate) **Range** touch; **Targets** 1 creature; **Duration** 10 minutes; **Effect** Tiny clinging hairs sprout across the creature's hands and feet, offering purchase on nearly any surface. The target gains a climb Speed equal to its Speed.

**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.

### 3RD

**Earthbind** ♦♦ (concentrate, earth, manipulate) **Range** 120 feet; **Targets** 1 flying creature; **Defense** Fortitude; **Duration** varies; **Effect** Using the weight of earth, you hamper a target's flight, with effects based on its Fortitude save. If the creature reaches the ground safely, it doesn't take falling damage.

**Critical Success** The target is unaffected.

**Success** The target falls safely up to 120 feet.

**Failure** The target falls safely up to 120 feet. If it hits the ground, it can't Fly, *levitate* or otherwise leave the ground for 1 round.

**Critical Failure** The target falls safely up to 120 feet. If it hits the ground, it can't Fly, *levitate* or otherwise leave the ground for 1 minute.

**Haste** ♦♦ (concentrate, fire, manipulate) **Range** 30 feet; **Targets** 1 creature; **Duration** 1 minute; **Effect** Magic empowers the target to act faster. It gains the quickened condition and can use the extra action each round for only Strike and Stride actions.

**Lightning Bolt** ♦♦ (concentrate, fire, manipulate) **Area** 120 foot line; **Defense** basic Reflex; **Effect** A bolt of lightning strikes outward from your hand, dealing 4d12+3 electricity damage with a basic Reflex save.

