Aurfort, Elven Sorcerer of the Astral Bloodline

CR: 21

XP: 409,600

Race: Elf

Class: Sorcerer (Astral Bloodline) 21

Alignment: Neutral Good

Deity: Nethys

Init: +13; Senses: Low-light vision; Perception +28

DEFENSE

AC: 39, touch 22, flat-footed 32 (+5 armor, +7 Dex, +6 natural, +5 deflection, +6 shield)

hp: 315 (21d6+210)

Fort: +19, Ref: +21, Will: +23 (+2 vs. enchantments, +4 vs. sleep effects, +5 resistance bonus)

Defensive Abilities: Immune to sleep effects; +2 bonus against enchantment spells and effects; Evasion

OFFENSE

Speed: 30 ft.

Melee: +4 staff of power +18/+13/+8 (1d6+6 plus special)

Ranged: +3 composite longbow (+4 Str) +24/+19/+14 (1d8+7/×3)

Special Attacks: Arcane Bond (ring)

Sorcerer Spells Known (CL 21st; concentration +33):

- 9th (7/day): Gate, Meteor Swarm, Time Stop

- 8th (7/day): Greater Shout, Power Word Stun, Polar Ray

- 7th (7/day): Reverse Gravity, Prismatic Spray, Ethereal Jaunt

- 6th (8/day): Disintegrate, Greater Dispel Magic, Chain Lightning

- 5th (8/day): Cone of Cold, Wall of Force, Teleport, Overland Flight

- 4th (8/day): Greater Invisibility, Dimension Door, Stoneskin, Wandering Star Motes

- 3rd (8/day): Dispel Magic, Fireball, Fly, Sands of Time

- 2nd (9/day): Glitterdust, Mirror Image, Resist Energy, Scorching Ray, See Invisibility

- 1st (9/day): Shield, Mage Armor, Magic Missile, Feather Fall, True Strike

- 0th (unlimited): Detect Magic, Light, Mending, Prestidigitation, Acid Splash, Ghost Sound, Ray of Frost, Message

Bloodline Spell-Like Abilities (CL 21st; concentration +33):

- 13/day: Astral Warp (Sp)

- 1/day: Peerless Speed (Su), swift action

- 1/day: Astral Projection as Astral Voyager (Sp)

- 1/day: Plane Shift as Astral Voyager (Sp)

- 2/day: Arrest the Flow (Su)

TACTICS

Before Combat: Aurfort casts Mage Armor, Shield, Overland Flight, and Stoneskin. He also activates Astral Form for protection and to prepare for battle.

During Combat: Aurfort begins by casting Haste on his allies, followed by Greater Invisibility on himself. He uses Metamagic Adept to cast Empowered Delayed Blast Fireball and Chain Lightning. Against particularly dangerous foes, he utilizes Time Stop to reposition or prepare devastating combinations like Meteor Swarm or Reverse Gravity.

Base Statistics: Without Mage Armor, Shield, Stoneskin, and Overland Flight, Aurfort’s statistics are: AC 33, touch 17, flat-footed 26; hp 315; Fort +17, Ref +19, Will +21.

STATISTICS

Str: 14

Dex: 24 (20 base +4 enhancement)

Con: 20 (16 base +4 enhancement)

Int: 18

Wis: 14

Cha: 30 (24 base +6 enhancement)

Base Atk: +10; CMB: +17; CMD: 39

Feats:

1. Improved Initiative

2. Spell Focus (Evocation)

3. Greater Spell Focus (Evocation)

4. Spell Penetration

5. Greater Spell Penetration

6. Empower Spell

7. Quicken Spell

8. Maximize Spell

9. Persistent Spell

10. Toughness

11. Extend Spell

12. Craft Wondrous Item

Skills:

- Knowledge (Arcana): +33

- Spellcraft: +33

- Use Magic Device: +33

- Perception: +28

- Fly: +28

- Knowledge (Planes): +25

- Diplomacy: +28

- Sense Motive: +26

- Stealth: +28

Languages: Common, Elven, Draconic, Infernal, Celestial

SQ: Astral Bloodline, Bloodline Arcana (+1 to the DC of all spells from the selected school), Eschew Materials, Metamagic Adept (5/day), Astral Form, Gravity Well, Evasion

Combat Gear:

- +4 staff of power

- +3 composite longbow (+4 Str) with 40 arrows

- +5 headband of alluring charisma

- +5 amulet of natural armor

- +4 belt of physical might (Dex, Con)

- +5 ring of protection

- +4 bracers of armor

- cloak of resistance +5

- boots of speed

- ring of arcane mastery (arcane bond)

- pearls of power (2)

- scrolls of teleport (3)

- scrolls of greater restoration (2)

- wands of cure critical wounds (50 charges)

- potions of greater invisibility (3)

- handy haversack

- 4,500 gp

Other Gear:

- necklace of adaptability

- ioun stone

- robe of blending

- arcane spellbook

- components pouch

- ring of sustenance

- eyes of the eagle

- crystal ball (telepathy)

- assorted magical reagents and rare components

- 4,500 gp in assorted coinage and gems

SPECIAL ABILITIES

Astral Warp (Spell):

Range: 30ft

Area: 5ft cube

Duration: 1 turn

Effects: 1d4 + (1 per 2 caster lv) on touch, negated by fortitude

-1 penalty to reflex saves and AC while in AoE

Uses: 3 + Cha mod

Peerless Speed (Supernatural):

Effect: Cast a known cantrip as a swift action via Quicken Spell

If on the Astral Plane (or if quicken spell is automatically augmented), can instead do one of the following:

Variable numeric effects (such as rolls) are multiplied by 1.5x via Empower Spell

Variable numeric effects are set to their max possible value (for example, 1d4 is guaranteed to be 4) via Maximize Spell

Uses: Once per day

Restrictions: Cannot be used on 9th level spells

Astral Voyager (Spell):

Astral Projection:

Target: self and willing creatures joining hands

Effect: project an astral body onto another plane. Can bring one willing creature with you per 2 sorcerer levels (10 at lv 21) if linked in a circle, but they must always accompany you and are stranded if something happens to you. You can leave the astral plane to any plane, at will, and doing so in a plane that you did not originate from will create a new physical body. All equipment and items are copied to your astral projection and new physical bodies. Your astal body and new physical bodies are connected to your material one via an incorporeal silver cord, which, if broken, kills you. The destruction of your material body also kills you. If your astral body or new bodies are slain, you return to your material body and gain two permanent negative levels. When the spell ends, the astral body and its equipment vanish.

Duration: Indefinite, but can be dispelled

Restrictions: Cannot enter non-origin planes below lv 17

Plane Shift:

Target: self and willing creatures joining hands

Effect: Move target(s) to a destination in another plane or dimension with accuracy of 5d% miles from intended destination.

Uses: Once per day

Components: V (must be able to speak), S (must have at least one free hand), F (forked metal rod attuned to plane of travel, can be reused)

Restrictions: lv 13

Arrest the Flow (Supernatural):

Effect: Halt the effects of one condition or affliction, including permanent or instantaneous, until the end of your next turn, even if the condition would normally prevent it, regardless of if you’re targeting the prevention effect’s source. The round delayed does not decrease the effect’s duration. Alternatively, extend the duration of any affect on self to the end of next turn (does not extend to other creatures under the effect).

Uses: Twice per day, as immediate action (can be used at any time but counts as swift action for current or upcoming turn) (once if below lv 19)

Restrictions: Cannot be flat-footed

Timeless Soul (Extraordinary, doesn’t use magic; passive):

Effects: Immune to retroactive aging due to leaving planes with timeless planar trait.

Do not gain negative levels when slain on astral plane during astral projection.

Effects that would sever your silver cord can be saved via will (DC 10 + severer lv), returning you to your physical body.

When applying Quicken Spell, the spell slot used is only 3 levels higher than the spell’s actual level. Does not stack with other abilities that adjust spell level.

Evasion (Ex): When subjected to an attack that allows a Reflex saving throw for half damage, Aurfort takes no damage on a successful save.

Bloodline Arcana: When you cast a spell, you can choose to enhance the next spell you cast before the end of your next turn, increasing the enhanced spell’s saving throw DC by 1. The level of the enhanced spell must be lower than that of the spell used to activate this ability.

Bloodline Powers: Can warp time and project senses to astral plane.

Eschew Materials: Can cast spells without needing to provide material components, unless the component costs more than 1 gp.

DESCRIPTION

Aurfort, an elven sorcerer of immense power and wisdom, is a master of the astral arts. His long silver hair and piercing violet eyes reflect the boundless cosmos he draws his power from. Born in the majestic elven cities of the Undying Lands, Aurfort’s destiny was shaped by the stars and the mysteries of the universe. He was raised in a society that revered the cosmic forces, and his talents were nurtured by the greatest elven scholars and mages.

Aurfort’s connection to the astral plane and his deep understanding of the multiverse have made him a key figure in the defense of the Undying Lands. His spells, drawn from the very fabric of reality, allow him to bend time and space, making him a formidable ally and a terrifying opponent.