

Vallisa

Female human sorcerer 6

CN Medium humanoid (human, orc)

Init +3; **Senses** darkvision 60 ft., light sensitivity; Perception +10

Languages Common, Orc

DEFENSE

AC 20, touch 14, flat-footed 17 (+4 armor, +3 Dex, +1 deflection, +2 natural);
mage armor

hp 47 plus *false life* (6 HD)

Fort +6, **Ref** +6, **Will** +6; +4 vs. fear effects

OFFENSE

Speed 30 ft. (6 squares)

Melee mwk dagger +2 (1d4–2/19-20)

Ranged mwk dagger +7 (1d4–2/19-20)

Spell-like Abilities (CL 7th; Concentration +12)
3/day – *dancing lights*

Sorcerer Spells Known (CL 6th, CL 7th with evocation spells, or CL 10th with *fireball*; Concentration +11, +12 with evocation spells, or +15 with *fireball*)

3rd (4/day) – *fireball* (CL 10th)

2nd (6/day) – *bull's strength*^B, *false life*, *invisibility*, *resist energy*

1st (8/day) – *ant haul*^{APG}, *burning hands*^B, *charm person*, *comprehend languages*, *mage armor*, *magic missile*, *shield*

0 (at will) – *acid splash*, *detect magic*, *detect poison*, *light*, *mage hand*, *message*, *prestidigitation*, *ray of frost*, *read magic*, *spark*^{APG}

Bloodline Orc

STATISTICS

Abilities Str 7 (–2), Dex 16 (+3), Con 16 (+3), Int 14 (+2), Wis 10 (+0), Cha 20 (+5)

Base Atk +3; **CMB** +1; **CMD** 15

Feats Eschew Materials^B, Greater Spell Focus (evocation^B), Spell Focus (evocation), Spell Specialization (*fireball*), Varisian Tattoo (evocation)

Skills Intimidate +14, Perception +10, Spellcraft +11, Survival +10, Use Magic Device +14

SQ bloodline arcana (damage spells deal +1 damage per die), traits (seeker, gifted adept: *fireball*)

Combat Gear *wand of cure light wounds* (40 charges); **Other Gear** *amulet of natural armor* +1, *belt of incredible dexterity* +2, *cloak of resistance* +1, *goblin fire drum*, *headband of alluring charisma* +2, masterwork backpack, masterwork dagger, *ring of protection* +1, sorcerer's kit, tender (48gp)

Encumbrance light 78 lb., medium 118 lb., heavy 240 lb.; **Weight Carried** 28 lb. 1 oz. (excluding tender); *ant haul*

SPECIAL ABILITIES

Bloodline Arcana You gain the orc subtype, including darkvision 60 feet and light sensitivity. If you already have darkvision, its range increases to 90 feet. Whenever you cast a spell that deals damage, that spell deals +1 point of damage per die rolled.

Fearless (Ex) You gain a +4 bonus on saving throws made against fear and a +1 natural armor bonus.

Gifted Adept Whenever you cast *fireball*, its effects manifest at +1 caster level.

Ongoing Spells You generally start the day with the following spells cast upon yourself: *ant haul*, *false life*, and *mage armor*. Their effects are included in the statistics above where appropriate.

Seeker You gain a +1 trait bonus on Perception checks, and Perception is always a class skill for you.

Touch of Rage (Sp) You can touch a creature as a standard action, giving it a morale bonus on attack rolls, damage rolls, and Will saving throws equal to ½ your sorcerer level (minimum 1) for 1 round. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

