

Riva Sarjenka

Female venerable tower elf sorcerer 13 (wildblooded)

NE Medium humanoid (elf)

Init +4; **Senses** darkvision 60 ft., low-light vision; Perception +19

Languages Celestial, Common, Draconic, Elven, Gnomish, Goblin, Orc, Sylvan

DEFENSE

AC 18, touch 14, flat-footed 14 (+4 armor, +4 Dex); *mage armor*

hp 86 plus *greater false life* (13 HD)

Fort +10, **Ref** +12, **Will** +14

Defensive Abilities no need to eat, drink, or breathe; **Immunities** aging, alignment discernment, bleed, *detect thoughts*, *discern lies*, falling damage, magic sleep effects

OFFENSE

Speed 40 ft. (8 squares), fly 40 ft. (average); *overland flight*

Melee staff +6/+1 (1d6)

Ranged arcane bolt +10 touch (1d4+8 force)

Spell-like Abilities (CL 14th; Concentration +25)

20/day – arcane bolt

Sorcerer Spells Known (CL 14th, or CL 16th vs. SR; Concentration +25, +27 to cast defensively)

6th (6/day) – *analyze dweomer*^{FB}, *conjure black pudding*^{UM M}, *legend lore*^{M FB}, *repulsion*^F, *true seeing*^{MB}

5th (8/day) – *fabricate*^M, *overland flight*^B, *telekinesis*, *teleport*

4th (8/day) – *bestow curse*, *dimension door*^B, *enervation*, *greater false life*^{UM}, *greater invisibility*, *scrying*^{FN}

3rd (9/day) – *dispel magic*^B, *major image*, *slow*, *strangling hair*^{UM}, *vampiric touch*

2nd (9/day) – *blindness/deafness*, *darkvision*, *detect thoughts*, *invisibility*^B, *mirror image*, *shatter*

1st (9/day) – *identify*^B, *interrogation*^{UM}, *mage armor*, *magic missile*, *shield*, *ventriloquism*

0 (at will) – *arcane mark*, *bleed*, *detect magic*, *light*, *mage hand*, *mending*, *message*, *open/close*, *prestidigitation*

Wizard Spells Prepared (CL 14th, or CL 16th vs. SR; Concentration +25, +27 to cast defensively)

5th – *cloudkill*, *dominate person*

4th – *black tentacles*

3rd – *fireball*, *haste*, *heroism*, *lightning bolt*

2nd – *resist energy* (2)

1st – ~~*endure elements*~~, *feather fall*

Bloodline arcane (sage)

STATISTICS

Abilities Str 10 (+0), Dex 18 (+4), Con 14 (+2), Int 32 (+11), Wis 15 (+2), Cha 13 (+1)

Base Atk +6; **CMB** +6; **CMD** 20

Feats Alertness^B, Arcane Blast, Arcane Shield, Craft Wondrous Item, Eschew Materials^B, Heighten Spell, Reach Spell, Scribe Scroll^B, Silent Spell, Still Spell^B, Versatile Spontaneity

Skills Acrobatics +4 (+13 when jumping), Diplomacy +1 (+3 gather information), Disguise +11, Fly +11, Knowledge (arcana) +29, Knowledge (dungeoneering) +24, Knowledge (engineering) +24, Knowledge (geography) +24, Knowledge (history) +24, Knowledge (local) +24, Knowledge (nature) +24, Knowledge (nobility) +24, Knowledge (planes) +27, Knowledge (religion) +24, Perception +19, Sense Motive +19 (+21 social hunch), Spellcraft +29 (+31 magic item identification); **Racial Bonuses** +2 Diplomacy to gather information, +2 Sense Motive to get a hunch about a social situation, +2 Spellcraft to identify magical items

SQ arcane focus, bloodline arcana (sorcerer abilities are Intelligence-based, +2 Knowledge: arcana and Spellcraft checks), elven magic, new arcana (4th, 6th ×2), metamagic adept (4/day), urbanite



Combat Gear arcane spell scrolls (*alter self*, *gust of wind*, *locate object*, *see invisibility*), material components (*conjure black pudding*, *legend lore*, *true seeing*); **Other Gear** *blessed book* (contains all core wizard spells of 5th-level and lower), *boots of striding and springing*, *cloak of resistance* +4, focus components (*analyze dweomer*, *legend lore*, *repulsion*, *scrying*), *hat of disguise*, *headband of vast intellect* +6 (knowledge: local, perception, sense motive), *ioun stones* (*clear spindle*, *dark blue rhomboid*, *deep red sphere*, *iridescent spindle*, *nacreous gray sphere* [implanted], *orange prism*, *pearly white spindle*, *pink rhomboid*), *ring of feather falling*, *ring of mind shielding*, *robes of arcane heritage*, staff (as quarterstaff), tender (5gp), *tome of clear thought* +1 (already read)

Encumbrance light 33 lb., medium 66 lb., heavy 100 lb.; **Weight Carried** 9 lb. (excluding tender)

SPECIAL ABILITIES

Arcane Bolt (Sp) You can unleash a ray of magic force as a standard action, targeting any foe within 30 feet as a ranged touch attack. This ray deals 1d4 points of damage + 1 for every two sorcerer levels you possess. This damage is treated as a spell of a level equal to half your sorcerer level, and is a force effect. You can use this ability a number of times per day equal to 3 + your Charisma modifier (plus 6 additional uses due to favored class bonuses).

Arcane Focus You gain a +2 racial bonus on Concentration checks made to cast arcane spells defensively.

Concealed Gear You have used the *magic aura* spell to prevent all of your magical gear from radiating magic. Additionally, your implanted *ioun stone* has been painstakingly hidden, requiring a DC 29 Perception check to find when actively searched.

Metamagic Adept (Ex) Four times per day you can apply any one metamagic feat you know to a spell you are about to cast without increasing the casting time. You must still expend a higher-level spell slot to cast this spell.

New Arcana (Ex) You gain a small number of bonus spells. These spells are marked with a superscript “N” above.

School Power (Ex) The DC for any spells you cast from the necromancy school increases by +2. This bonus stacks with the bonus granted by Spell Focus.

Urbanite You gain a +2 racial bonus on Diplomacy checks made to gather information and on Sense Motive checks made to get a hunch about a social situation.