

# Sloy Garak

Male aerieborn sorcerer 15 (seeker, wildblooded)  
LN Medium humanoid (shapechanger, skinwalker)  
**Init** +3; **Senses** low-light vision; Perception +51  
**Languages** Celestial, Common, Tengu

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## DEFENSE

**AC** 31, touch 18, flat-footed 28 (+8 armor, +5 deflection, +3 Dex, +5 natural)

**hp** 129 (15 HD)

**Fort** +14, **Ref** +13, **Will** +24; +4 vs. positive or negative energy effects

**Defensive Abilities** *freedom of movement*

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## OFFENSE

**Speed** 20 ft. (4 squares), 30 ft. when unencumbered

**Melee** mwk dagger +9/+4 (1d4+1/19-20)

**Ranged** heavenly fire +10 touch (1d4+9 divine energy)

**Special Attacks** channel energy 3/day (DC 25, 10d6)

**Spell-Like Abilities** (CL 15<sup>th</sup> or 19<sup>th</sup> vs. SR; Concentration +27)

1/day – *feather fall*

11/day – heavenly fire (1d4+9 divine energy)

**Sorcerer Spells Known** (CL 15<sup>th</sup> or 19<sup>th</sup> vs. SR; Concentration +27)

7<sup>th</sup> (5/day) – *banishment*<sup>B</sup>, *caustic eruption*<sup>UM</sup>

6<sup>th</sup> (7/day) – *acid fog*, *conjure black pudding*<sup>UM</sup>, *greater dispel magic*<sup>B</sup>, *sirocco*<sup>APG</sup>, *tar pool*<sup>UC</sup>

5<sup>th</sup> (8/day) – *acidic spray*<sup>UM M</sup>, *corrosive consumption*<sup>UM</sup>, *flame strike*<sup>B</sup>, *teleport*, *wall of sound*<sup>UM</sup>

4<sup>th</sup> (8/day) – *acid pit*<sup>APG</sup>, *greater invisibility*, *remove curse*<sup>B</sup>, *shocking image*<sup>UC</sup>, *vitriolic mist*<sup>UM</sup>

3<sup>rd</sup> (8/day) – *cure serious wounds*<sup>B</sup>, *dispel magic*, *eruptive postules*<sup>UM</sup>, *magic circle against evil*<sup>B</sup>, *major image*, *sleet storm*, *slow*

2<sup>nd</sup> (8/day) – *acid arrow*, *acute senses*<sup>UM</sup>, *continual flame*<sup>M</sup>, *invisibility*, *resist energy*<sup>B</sup>, *see invisibility*, *shatter*

1<sup>st</sup> (9/day) – *bless*<sup>B</sup>, *feather fall*, *magic missile*, *shield*, *ventriloquism*, *unseen servant*

0 (at will) – *acid splash*, *detect magic*, *detect poison*, *disrupt undead*, *guidance*<sup>B</sup>, *mage hand*, *mending*, *message*, *prestidigitation*, *ray of frost*

**Bloodline** celestial (empyrean)

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## STATISTICS

**Abilities** Str 12 (+1), Dex 16 (+3), Con 18 (+4), Int 14 (+2), Wis 26 (+8), Cha 10 (+0)

**Base Atk** +7; **CMB** +8; **CMD** 26

**Feats** Alertness, Cosmopolitan (knowledge: religion, perception), Craft Wondrous Item, Extend Spell<sup>B</sup>, Extra Channel, Forge Ring, Forgotten Past (incomplete), Iron Will<sup>B</sup>, Signature Skill (Perception), Skill Focus (perception)

**Skills** Disable Device +30, Heal +28, Knowledge (religion) +17, Perception +51 (+58 vs. traps, +56 vs. invisible creature or objects), Sense Motive +12, Spellcraft +15 (+19 vs. bonus spells), Stealth +22 (+23 in hilly or rocky areas); **Check Penalty** –3 (not included); **Racial Bonuses** +6 Perception, +2 Sense Motive

**SQ** bloodline arcana (sorcerer abilities are Wisdom-based), sacred cistern, seeker magic, tinkering +7, traits (highlander, two-world magic: *guidance*)

**Combat Gear** *feather tokens* (bird, fan, swan boat, tree); **Other Gear** authoritative vestments, *belt of mighty constitution* +6 (doubles as a *meridian belt*), belt pouches (2; one with coin, one with pebbles), *bracers of armor* +8, *cloak of resistance* +5, *eyes of the eagle*, *healer's gloves*, holy text (25gp, 2 lb.), jewelry (100gp worth), *malleable symbol*, masterwork dagger, masterwork thieves' tools, periscope, *pontiff's badge of office* (as *amulet of natural armor* +5 and *hand of glory*), *pontiff's hood* (as *headband of inspired wisdom* +6 and *phylactery of positive channeling*), *ring of freedom of movement*, *ring of protection* +5, *rings of spell knowledge* (II, III; *acute senses*<sup>UM</sup>, *cure serious wounds*), *robes of arcane*



*heritage, rod of splendor*, silver holy symbol (worth 25gp), spell component pouches (2), *spiritualist rings*, spy glass, tender (10sp), walking staff enchanted with *continual flame*

**Encumbrance** light 43 lb., medium 86 lb., heavy 130 lb.; **Weight Carried** 44 lb. (excluding tender)

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## **SPECIAL ABILITIES**

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**Bloodline Arcana** Unlike most sorcerers whose innate magic is powered by force of personality, you use pure willpower to master and fuel your magic. You use your Wisdom, rather than your Charisma, to determine all class features and effects relating to your sorcerer class, such as bonus spells per day, maximum spell level you can cast, and the save DCs of your spells. You gain a +2 bonus on all Heal and Knowledge (religion) checks.

**Change Shape (Su)** You can change shape to a bestial form as a standard action. In bestial form, you gain a +2 racial bonus to Dexterity. While in this form, you also take on an animalistic feature that provides a special effect. Each time you assume bestial form, you can choose to gain a bite attack that deals 1d6 points of damage, 2 talon attacks that each deal 1d4 points of damage, a +4 racial bonus on Perception checks, or increase your fly speed gained from other sources by 10 feet. The skinwalker presented here is currently in bestial form, and has bonuses to Perception.

**Heavenly Fire (Sp)** You can unleash a ray of heavenly fire as a standard action, targeting any foe within 30 feet as a ranged touch attack. Against evil creatures, this ray deals 1d4 points of damage + 1 for every two sorcerer levels you possess. This damage is divine and not subject to energy resistance or immunity. This ray heals good creatures of 1d4 points of damage + 1 for every two sorcerer levels you possess. A good creature cannot benefit from your heavenly fire more than once per day. Neutral creatures are neither harmed nor healed by this effect. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

**Highlander (mountains)** You were born and raised in rugged badlands and you've become something of an expert at evading the predators, monsters, and worse that haunt the highlands. You gain a +1 trait bonus on Stealth checks, and Stealth is always a class skill for you. This trait bonus increases to +2 in hilly or rocky areas.

**Sacred Cistern (Su)** Your bloodline makes you a natural receptacle of divine energy. You can channel energy once per day as a cleric of your sorcerer level -4.

**Seeker Lore (Ex)** You gain a +4 bonus on all concentration checks, on caster level checks made to overcome spell resistance, and on all Knowledge (arcana) and Spellcraft checks made on topics associated with your bonus spells.

**Seeker Magic (Ex)** When you apply a metamagic feat to any bonus spell granted by your bloodline, you reduce the metamagic feat's spell level adjustment by 1. This reduction to the spell level adjustment for metamagic feats does not stack with similar reductions from other abilities.

**Signature Skill** You have mastered a single skill beyond that skill's normal boundaries, gaining results that others can only dream about. You gain the skill unlock powers for that skill as appropriate for your number of ranks in that skill.

*Perception:* The distance modifier on the DC of Perception checks you attempt is reduced to +1 per 40 feet. In addition, you gain a +5 bonus on Perception checks to notice or locate an invisible creature or objects. You remain alert to sounds even in your sleep, and the normal DC increase to Perception checks when you are sleeping doesn't apply to you.

**Tinkering (Ex)** You gain Disable Device as a class skill. In addition, you add half your sorcerer level on Perception checks made to locate traps and on all Disable Device skill checks (minimum +1). You can use Disable Device to disarm magical traps.

**Two-World Magic** You know one extra 0-level spell, taken from a different class spell list.