

SORCERER (LEVEL 1)

Seoni is meticulous, with many long-term plans in mind at all times. She's bound by codes she doesn't reveal, and keeps her emotions tightly bottled.

SEONI

Female human sorcerer 1

LN Medium humanoid (human)

Init +2; **Senses** Perception +3

DEFENSE

AC 13, touch 13, flat-footed 10 (+2 Dex, +1 dodge)

hp 8 (1d6+2)

Fort +1, **Ref** +2, **Will** +3; +2 vs. fear

OFFENSE

Speed 30 ft.

Melee quarterstaff +0 (1d6)

Ranged dagger +2 (1d4/19–20)

Sorcerer Spells Known (CL 1st; concentration +5)

1st (4/day)—*mage armor*, *magic missile*

0 (at will)—*acid splash*, *detect magic*, *flare* (DC 15), *read magic*

Bloodline arcane

STATISTICS

Str 10, **Dex** 14, **Con** 12, **Int** 10, **Wis** 13, **Cha** 18

Base Atk +0; **CMB** +0; **CMD** 13

Feats Alertness*, Dodge*, Eschew Materials, Spell Focus (evocation)*

Skills Bluff +8, Climb +3, Knowledge (planes) +4, Perception +3, Sense Motive +4, Spellcraft +4

Traits courageous*, world traveler*

Languages Common, Varisian

SQ arcane bond* (familiar)

Combat Gear *potion of cure light wounds*, *scroll of color spray*, *scroll of burning hands*, smokestick; **Other Gear** quarterstaff, dagger, sunrod (5), backpack, trail rations (4)

* The effects of these abilities are already calculated into Seoni's statistics.

SPECIAL ABILITIES

Arcane Bond Seoni has a familiar—a blue-tailed skink named Dragon. Most of its effects are already calculated into her statistics. As long as Dragon is within arm's reach, Seoni gains the Alertness feat (already calculated into her statistics).

Eschew Materials Seoni can cast any spell with a material component costing 1 gp or less without needing that component.

Spells Seoni knows the following spells or has them as scrolls. For full spell descriptions, see Chapter 10 of the *Pathfinder RPG Core Rulebook*.

Acid Splash: Ranged touch attack (+2 to hit, range 25 feet) that deals 1d3 points of acid damage.

Burning Hands: 15-foot cone of fire that deals 1d4 fire damage to all within (Reflex half).

Color Spray: Stuns creatures within a 15-foot cone, possibly also making them blinded or unconscious (Will negates).

Detect Magic: Detects all spells and magic items within a 60-foot cone.

Flare: Dazzles a creature within 25 feet (Fortitude negates).

Mage Armor: Gives subject +4 armor bonus for 1 hour.

Magic Missile: Dart of force automatically hits target within 110 feet, dealing 1d4+1 damage.

Read Magic: Deciphers magical writing.

A member of the wanderers known as Varisians, Seoni wears the magical markings of her culture in the elaborate tattoos that crisscross her body. But her path wasn't to be the path of tradition. As a caravan master's daughter, she spent much of her youth traveling, and was expected to one day either lead her own caravan or perhaps develop a talent for reading the harrow, the fortune-telling cards of her people. One night, while her family camped at the edge of the mysterious Lurkwood, young Seoni wandered out of sight of her people's cooking fires. There she found a great white tree, its ancient roots twisted around a ring of rune-carved stone. As she investigated, the tree's bark fell away, revealing elaborate symbols and images that related a brief tale—that of her own short life. Seoni fled, but returned with her kin soon after to find nothing more than a normal old tree and a strange rock.

Seoni's runic tattoos play a large role in her identity. Coming from a people where tattoo magic maintains a strong following, hers are simultaneously a manifestation of her power and a tool to aid in her castings. The sheer number adorning her skin, as well as the similar patterns woven into her clothes, are a mark of status among her tribe—though many of the so-called “civilized” residents of Varisia look upon such body modification with distaste.

Despite being a consummate adventurer, Seoni is an enigma to her compatriots. Quietly neutral on most matters, bound by codes and mandates that she rarely feels compelled to explain, the sorceress keeps her emotions tightly bottled. Extremely detail oriented—what the more pugnacious members of her party call a “control freak”—Seoni is a careful and meticulous planner, a schemer who frequently becomes frustrated by the improvised plans of her more impulsive companions. Despite all of this, Seoni has stuck by her comrades through numerous tight spots. As with so many things, however, if Seoni understands her motivations, she's keeping that knowledge to herself.



“We all choose our paths in life. See to it that yours doesn't cross mine again.”