

# She'er Falen

Female ifrit sorcerer 15

CN Medium outsider (native)

**Init** +15; **Senses** darkvision 60 ft.; Perception –1

**Languages** Common, Elven, Halfling, Ignan

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## DEFENSE

**AC** 21, touch 21, flat-footed 14 (+4 armor, +7 Dex); *mage armor*

**hp** 99 (15 HD)

**Fort** +11, **Ref** +17, **Will** +13

**Defensive Abilities** evasion; **Resist** fire 20; **SR** 26

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## OFFENSE

**Speed** 70 ft. (14 squares), fly 40 ft. (good); *overland flight*

**Melee** by weapon +7

**Ranged** by weapon+14

**Bloodline Spell-Like Abilities** (CL 15<sup>th</sup>; Concentration +23)

1/day – *burning hands*, elemental blast (23d6 fire, DC 30)

**Sorcerer Spells Known** (CL 15<sup>th</sup>; Concentration +24)

7<sup>th</sup> (5/day) – *delayed blast fireball*, *elemental body IV<sup>B</sup>*, *summon monster VII*

6<sup>th</sup> (7/day) – *beast shape IV*, *chain lightning*, *elemental body III<sup>B</sup>*, *greater dispel magic*

5<sup>th</sup> (8/day) – *baleful polymorph*, *cone of cold*, *elemental body II<sup>B</sup>*, *overland flight*, *teleport*

4<sup>th</sup> (8/day) – *elemental body I<sup>B</sup>*, *fire shield*, *greater invisibility*, *lesser globe of invulnerability*, *wall of fire*

3<sup>rd</sup> (8/day) – *fireball*, *fly*, *haste*, *lightning bolt*, *protection from energy<sup>B</sup>*

2<sup>nd</sup> (8/day) – *acid arrow*, *flaming sphere*, *pyrotechnics*, *scorching ray<sup>B</sup>*, *see invisibility*, *web*

1<sup>st</sup> (9/day) – *burning hands<sup>B</sup>*, *charm person*, *feather fall*, *mage armor*, *magic missile*, *shield*

0 (at will) – *arcane mark*, *detect magic*, *flare*, *light*, *mage hand*, *mending*, *message*, *prestidigitation*, *read magic*

**Bloodline** elemental (fire)

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## STATISTICS

**Abilities** Str 10 (+0), Dex 24 (+7), Con 13 (+1), Int 14 (+2), Wis 8 (–1), Cha 26 (+8)

**Base Atk** +7; **CMB** +7; **CMD** 24

**Feats** Craft Wondrous Item, Elemental Focus (fire), Empower Spell<sup>B</sup>, Eschew Materials<sup>B</sup>, Greater Elemental Focus (fire), Improved Initiative<sup>B</sup>, Intensify Spell, Maximize Spell, Quicken Spell, Spell Focus (evocation), Spell Perfection (*fireball*)

**Skills** Acrobatics +7 (+28 when jumping), Diplomacy +21, Intimidate +21, Knowledge (planes) +20, Spellcraft +20, Use Magic Device +21

**SQ** bloodline arcana (change energy damage spells to fire), bloodline mutation (blood havoc), wildfire heart

**Combat Gear** *wand of cure light wounds* (50 charges); **Other Gear** *bag of holding* (type I), *belt of incredible dexterity* +6, *boots of striding and springing*, *cloak of resistance* +5, *eversmoking bottle*, *glove of storing*, *headband of alluring charisma* +6, *medallion of thoughts*, *ring of evasion*, *robe of arcane heritage*, *She'er's mantle of denial* (as *mantle of spell resistance*, but grants SR 26 and has CL 14<sup>th</sup>), *tender* (50gp)

**Encumbrance** light 33 lb., medium 66 lb., heavy 100 lb.; **Weight Carried** 22 lb. 1 oz. (excluding tender)

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## SPECIALABILITIES

**Bloodline Arcana** Whenever you cast a spell that deals energy damage, you can change the type of damage to fire. This also changes the spell's type to fire.

**Blood Havoc** Whenever you cast a sorcerer spell that deals damage, add 1 point of damage per die rolled. This benefit applies only to damaging spells that belong to schools you have selected with Spell Focus or that are bloodline spells for your bloodline.



**Elemental Affinity (Ex)** You treat your Charisma score as 2 points higher for all sorcerer spells and class abilities.

**Elemental Blast (Sp)** You can unleash a blast of elemental power once per day. This 20-foot-radius burst does 23d6 points of fire damage. Those caught in the area of your blast receive a Reflex save (DC 30) for half damage. Creatures that fail their saves gain vulnerability to fire until the end of your next turn. This ability has a maximum range of 60 feet. (You are treated as eight levels higher than normal due to your favored class bonus and robe of arcane heritage.)

**Elemental Movement (Su)** Your base speed increases by 30 feet (included above).

**Elemental Resistance (Ex)** You gain fire resistance 20 due to your elemental heritage.

**Evasion (Ex)** If you make a successful Reflex saving throw against an attack that normally deals half damage on a successful save, you instead take no damage. If you are helpless or are not wearing your ring of evasion, you do not gain the benefit of evasion.

**Wildfire Heart** You gain a +4 racial bonus on initiative checks.