

SORCERER (LEVEL 4)

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 4

LN Medium humanoid (human)

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

DEFENSE

AC 15, touch 14, flat-footed 12 (+1 deflection, +2 Dex, +1 dodge, +1 natural)

hp 26 (4d6+8)

Fort +2, **Ref** +3, **Will** +5; +2 vs. fear

OFFENSE

Speed 30 ft.

Melee quarterstaff +2 (1d6)

Ranged dagger +4 (1d4/19–20)

Sorcerer Spells Known (CL 4th; concentration +8 [+12 to cast defensively])

2nd (4/day)—*scorching ray*

1st (7/day)—*burning hands* (DC 16), *identify*, *mage armor*, *magic missile*

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

Bloodline arcane

STATISTICS

Str 10, **Dex** 14, **Con** 12, **Int** 10, **Wis** 13, **Cha** 19

Base Atk +2; **CMB** +2; **CMD** 16

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

Skills Bluff +11, Climb +3, Knowledge (planes) +7, Perception +3, Sense Motive +4, Spellcraft +7

Traits courageous*, world traveler*

Languages Common, Varisian

SQ arcane bond* (familiar)

Combat Gear *potions of cure light wounds* (3), *scroll of glitterdust*, *scroll of invisibility*, *wand of magic missile* (CL 3rd, 33 charges), *smokestick*;

Other Gear quarterstaff, dagger, *amulet of natural armor* +1, *ring of protection* +1, *sunrod* (5), *backpack*, *trail rations* (4), 29 gp

* 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).

Combat Casting Seoni gets a +4 bonus on concentration checks made to cast a spell or use a spell-like ability when casting defensively or while grappled.

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 1st- and 2nd-level spells or has them as scrolls. For full spell descriptions, see Chapter 10 of the *Pathfinder RPG Core Rulebook*.

Burning Hands: 15-foot cone of fire deals 4d4 fire damage to all within (Reflex half).

Glitterdust: Golden particles cover everything in a 10-foot-radius spread, blinding creatures (Will negates) and outlining invisible things.

Identify: Detect magic and more easily identify the properties of an item.

Invisibility: Turn a creature or object invisible for 4 minutes or until it attacks.

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.

Scorching Ray: Ranged touch attack (+4 to hit, range 35 feet) deals 4d6 points of fire damage.

A member of the wanderers known as Varisians, Seoni wears the magical markings of her culture in the elaborate tattoos that crisscross her body. She was a caravan master's daughter who spent much of her youth traveling. 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 both 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.

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, Seoni is a careful and meticulous planner who frequently becomes frustrated by the improvised plans of her more impulsive companions.



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