

## She'er Falen

Female ifrit sorcerer 20

CN Medium outsider (native)

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

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

---

### DEFENSE

**AC** 37, touch 28, flat-footed 30 (+8 armor, +5 deflection, +7 Dex, +1 dodge, +1 insight, +5 natural)

**hp** 192 (20 HD)

**Fort** +16, **Ref** +18, **Will** +16

**Defensive Abilities** elemental body, evasion; **Immune** critical hits, fire, sneak attacks; **SR** 31

---

### OFFENSE

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

**Melee** by weapon +10

**Ranged** by weapon +17, or

**Ranged** *elemental ray* +17 ranged touch (1d6+12 fire)

**Bloodline Spell-Like Abilities** (CL 25<sup>th</sup> except where noted; Concentration +36 or +40 with combat casting)

15/day – elemental ray

3/day – elemental blast

1/day – *burning hands* (CL 20<sup>th</sup>; Concentration +32 or +36 with combat casting)

**Sorcerer Spells Known** (CL 21<sup>st</sup>; Concentration +33 or +37 with combat casting)

9<sup>th</sup>-level (7/day) – *elemental swarm*<sup>B</sup>, *shapechange*<sup>F</sup>, *summon monster IX*, *time stop*

8<sup>th</sup>-level (7/day) – *polar ray*, *polymorph any object*, *prismatic wall*, *summon monster VIII*<sup>B</sup> (elementals only)

7<sup>th</sup>-level (8/day) – *elemental body IV*<sup>B</sup>, *Falen's phoenix* (as *delayed blast fireball*), *prismatic spray*, *reverse gravity*

6<sup>th</sup>-level (8/day) – *beast shape IV*, *elemental body III*<sup>B</sup>, *globe of invulnerability*, *greater dispel magic*

5<sup>th</sup>-level (9/day) – *baleful polymorph*, *cone of cold*, *elemental body II*<sup>B</sup>, *overland flight*, *teleport*

4<sup>th</sup>-level (8/day) – *charm monster*, *elemental body I*<sup>B</sup>, *fire shield*, *greater invisibility*, *wall of fire*

3<sup>rd</sup>-level (15/day) – *Falen's firebird* (as *fireball*), *fly*, *haste*, *lightning bolt*, *protection from energy*<sup>B</sup>

2<sup>nd</sup>-level (9/day) – *acid arrow*, *flaming sphere*, *pyrotechnics*, *scorching ray*<sup>B</sup>, *see invisibility*, *web*

1<sup>st</sup>-level (10/day) – *burning hands*<sup>B</sup>, *expeditious retreat*, *feather fall*, *mage armor*, *magic missile*, *shield*

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

**Bloodline** elemental (fire)

---

### STATISTICS

**Abilities** Str 10 (+0), Dex 24 (+7), Con 20 (+5), Int 14 (+2), Wis 8 (–1), Cha 32 (+11)

**Base Atk** +10; **CMB** +10; **CMD** 33

**Feats** Burning Spell, Craft Wondrous Item, Dodge<sup>B</sup>, Elemental Focus (fire), Empower Spell<sup>B</sup>, Eschew Materials<sup>B</sup>, Greater Elemental Focus (fire), Improved Initiative<sup>B</sup>, Maximize Spell, Quicken Spell, Silent Spell, Spell Perfection (*Falen's firebird/fireball*), Still Spell, Widen Spell

**Skills** Acrobatics +12 (+33 when jumping), Bluff +24, Diplomacy +21, Disguise +21, Intimidate +24, Knowledge (planes) +25, Spellcraft +25, Use Magic Device +24

**SQ** bloodline arcana, elemental body, elemental movement, wildfire heart

**Combat Gear** focus components (*shapechange*), *wand of cure light wounds* (50 charges), *wand of cure moderate wounds* (50 charges); **Other Gear** *bag of holding* (type I), *belt of physical might* +6 (dexterity, constitution), *boots of striding and springing*, *bottle of air*, *bracers of armor* +8, *cloak of resistance* +5, *decanters of endless water* (3), *eversmoking bottle*, *glove of storing*, *hat of disguise*, *headband of alluring charisma* +6, *ioun stones* (*dusty rose prism*, *orange prism*), *medallion of thoughts* (doubles as an *amulet of natural armor* +5), *metamagic rods* (*greater maximize*, *greater quicken*), *ring of evasion* (doubles as *ring of protection* +5), *ring of wizardry III*, *robe of arcane heritage*, *She'er's mantle of denial* (as *mantle of spell resistance*, but SR 31 & CL 19<sup>th</sup>), *tender* (1,275gp), *tome of leadership and influence* +5 (already read)

**Encumbrance** light 33 lb., medium 66 lb., heavy 100 lb.; **Weight Carried** 31 lb. (excluding tender)



---

## SPECIAL ABILITIES

---

**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.

**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 three times per day. This 20-foot-radius burst does 28d6 points of fire damage. Those caught in the area of your blast receive a Reflex save (DC 36) 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 Body (Su)** You gain immunity to sneak attacks, critical hits, and fire damage.

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

**Elemental Ray (Sp)** Twelve times per day you can unleash an elemental ray as a standard action, targeting any foe within 30 feet as a ranged touch attack. This ray deals 1d6+14 points of fire damage. (You are treated as eight levels higher than normal due to your favored class bonus and *robe of arcane 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.