

Julian Vargo

Male human sorcerer 10 (wild-blooded, wordcaster)

N Medium humanoid

Init +4; **Senses** Perception +11

Languages Abyssal, Aklo, Aquan, Auran, Celestial, Common, Draconic, Dwarven, Elven, Gnome, Halfling Ignan, Infernal, Orc, Sylvan, Terran

DEFENSE

AC 22, touch 14, flat-footed 20 (+5 armor, +1 deflection, +3 Dex, +3 natural)
hp 92 (10 HD)

Fort +9, **Ref** +10, **Will** +12

OFFENSE

Speed 30 ft. (6 squares)

Melee by weapon +5

Ranged extended intensified corrosive bolt +9 touch (10d4 acid once per round for 4 rounds) or
arcane bolt +9 touch (1d4+5)

Spell-like Abilities (CL 10th; Concentration +17)

10/day – arcane bolt (1d4+5 force damage, 5th-level spell effect)

Sorcerer Spells Known (CL 10th; Concentration +17)

5th (4/day) – *overland flight*^B

4th (6/day) – *dimension door*^B

3rd (8/day) – *dispel magic*^B

2nd (7/day) – *invisibility*^B

1st (8/day) – *identify*^B

0 (at-will) – *detect magic*^B, *guidance*^B, *mage hand*^B

Spell Words Known (CL 10th; Concentration +17)

5th – *servitor V*

4th – *mind warp*^M, *manifestation*^M, *perfect form*^B

3rd – *barrier*^T, *lightning blast*, *soar*, *torture*

2nd – *accelerate*, *corrosive bolt*, *energy resistance*, *servitor II*

1st – *burst*^T, *careful*^M, *fog bank*, *force shield*, *line*^T, *quiet*^M, *servitor I*, *wrack*

0 – *acid burn*, *boost*^M, *cold snap*, *cone*^T, *decipher*, *distant*^M, *flame jet*, *lengthy*^M, *personal*^T, *sense magic*, *selected*^T, *spark*

Bloodline arcane (sage)

STATISTICS

Abilities Str 8 (–1), Dex 16 (+3), Con 14 (+2), Int 24 (+7), Wis 12 (+1), Cha 10 (+0)

Base Atk +5; **CMB** +5; **CMD** 14

Feats Craft Wand, Craft Wondrous Item, Eschew Materials^B, Extend Spell, Greater Spell Focus (necromancy), Intensify Spell, Meta Word Mastery^B, Spell Focus (necromancy^B)

Skills Appraise +20, Craft (alchemy) +20, Fly +16, Knowledge (arcana) +25, Knowledge (planes) +25, Knowledge (religion) +22, Linguistics +17, Perception +11, Spellcraft +20, Stealth +13

SQ metamagic adept 2/day

Gear *amulet of natural armor* +3, *bracers of armor* +5, *cloak of resistance* +4, *headband of vast intellect* +4 (fly, stealth), *ioun stones* (*dusty rose prism* [cracked], *mossy disks* 3 [arcana, planes, religion], *orange prisms* (3, all cracked [*detect magic*, *guidance*, *mage hand*]), *pale green prism* [cracked, attack]), *ring of protection* +1, *wand of extended intensified corrosive bolt* (CL 10th, 50 charges)

Encumbrance light 26 lb., medium 53 lb., heavy 80 lb.; **Weight Carried** 3 lb.

SPECIAL ABILITIES

Bloodline Arcana You use your Intelligence, rather than your Charisma, to determine all class features and effects relating to your sorcerer class, such as bonus spells per day, the maximum spell level you can



cast, the save DCs of your spells, and the number of daily uses of your bloodline powers. You gain a +2 bonus on all Knowledge (arcana) and Spellcraft checks.

Metamagic Adept (Ex) You can apply any one metamagic feat you know to a spell you are about to cast without increasing the casting time. You must still expend a higher-level spell slot to cast this spell. You can use this ability twice per day.