

Yiankun Lee

Female Halfling sorcerer 20

NG Small humanoid (halfling)

Init +12; **Senses** blindsense 60 ft., darkvision 120 ft., familiar's alertness, *see invisibility*, superior low-light vision, tremorsense 20 ft.; Perception +30

Languages Aklo, Common, Halfling, Terran, Undercommon

DEFENSE

AC 21, touch 17, flat-footed 15 (+4 armor, +6 Dex, +1 size)

hp 232 plus *false life* (20 HD)

Fort +25, **Ref** +23, **Will** +22; +2 vs. fear, +3 vs. mind-affecting effects, +5 vs. both

Defensive Abilities hardness 8; **Immunities** acid (120 points), cold (120 points), divination, electricity (120 points), fire (120 points), forced movement, petrification, polymorph, starvation, suffocation, thirst

OFFENSE

Speed 30 ft. (6 squares); fly 40 ft. (good); *overland flight*

Melee by weapon +16/+11

Ranged by weapon +20/+15

Sorcerer Spells Known (CL 21st or CL 25th to overcome SR; Concentration +35)

9th (7/day) – *clashing rocks*^{APG}, *shapechange*^F, *wish*^B, *summon monster IX*

8th (8/day) – *maze*, *mind blank*, *moment of prescience*, *power word: stun*^B

7th (8/day) – *greater arcane sight*^B, *greater teleport*^B, *limited wish*^M, *rampart*^{APG}, *spell turning*^B, *statue*

6th (8/day) – *disintegrate*, *flesh to stone* (see below), *mislead*, *true seeing*^{M B}, *veil*^B

5th (8/day) – *baleful polymorph* (+1 DC/CL), *overland flight*^B, *telekinesis*, *transmute rock to mud*, *wall of stone*

4th (9/day) – *charm monster*^B (+1 DC/CL), *dimension door*^B, *enervation*, *fabricate*^B, *secure shelter*, *stone shape*, *stoneskin*^M

3rd (9/day) – *dispel magic*^B, *haste*^B, *heroism*, *major image*, *protection from energy*, *shrink item*, *slow*^B

2nd (9/day) – *false life*, *glitterdust*, *invisibility*^B, *knock*^B, *make whole*, *rope trick*^B, *see invisibility*^B, *shatter*, *web*

1st (9/day) – *ant haul*^{B APG}, *feather fall*, *identify*^B, *mage armor*, *magic missile*, *protection from evil*, *shield*, *unseen servant*^B

0 (at will) – *arcane mark*, *dancing lights*, *detect poison*, *ghost sound*, *light*, *mage hand*, *message*, *prestidigitation*, *read magic*

Bloodline Arcane

STATISTICS

Abilities Str 14 (+4), Dex 22 (+8), Con 24 (+9), Int 16 (+5), Wis 10 (+2), Cha 34 (+14)

Base Atk +10; **CMB** +14; **CMD** 28

Feats Craft Wondrous Item, Eschew Materials^B, Go Unnoticed, Greater Spell Focus (transmutation), Greater Spell Penetration, Improved Initiative^B, Persistent Spell, Quicken Spell, Silent Spell, Spell Focus (transmutation^B), Spell Penetration, Spell Perfection (*flesh to stone*), Spell Specialization (*flesh to stone*), Still Spell^B

Skills Bluff +21 (+31 to lie, +26 to feint, +16 to pass hidden messages), Disguise +29, Knowledge (arcana) +31, Perception +26 (+30 with familiar), Sense Motive +4 (+6 with familiar), Spellcraft +30, Stealth +34, Survival +24, Use Magic Device +24; **Racial Bonuses** +2 Perception

SQ arcane bond (rat familiar), bloodline arcana (+1 DC for metamagic spells that increase spell level), fleet of foot, school power (+2 DC for transmutation spells), traits (magical lineage: *flesh to stone*; outlander: lore seeker [*baleful polymorph*, *charm monster*, *flesh to stone*]), weapon familiarity

Combat Gear *arcane spell scroll of permanent image*, *arcane spell scrolls of heightened guards and wards* (2, CL 20th, 9th-level), *beads of newt prevention* (3), elven absinthe (20), familiar clones (3), focus components (*shapechange*), material components (*limited wish* 10, *stoneskin* 10, *true seeing* 10, *wish* 3), mnemonic crystals (10, shrunk via *shrink item* and wrapped in protective padding), personal clones (9, made into statues via *limited wish*), *staff of earth and stone*, *stone salve* (5), *wand of cure critical wounds* (CL 20th, 10 charges), *wand of freedom of movement* (10 charges), *wand of greater infernal healing* (10 charges), *wand of infernal healing* (50 charges), *wand of restoration* (10 charges), *wand of spiked stones* (10 charges), *stone salve* (5); **Other Gear** *amulet of proof against petrification*, *belt of physical might* +6 (dexterity, strength; doubles as an *elemental earth belt*), *cloak of resistance* +5, *eyes of the dragon*, familiar satchel, *gloves of shaping*, *handy haversack*, *headband of mental prowess* +6 (intelligence, charisma; Perception, Stealth, Survival), *ioun stones* (*clear spindle*, *iridescent spindle*, *orange prism*, *pale green prism*), *mask of stony demeanor*, metamagic rods (minor extend 5), *pages of spell knowledge* (*ant haul*, *fabricate*, *greater arcane sight*, *haste*, *knock*, *rope trick*, *slow*, *unseen servant*), *polymorphic pouch*, *quick runner's shirts* (10), rat familiar (see below), *ring of delayed doom* (9 charges), *ring of sustenance*, *robe of infinite twine*, *sleeves of many garments*, sorcerer's kit, *stone of alarm*, *stone of good luck*, teepee (shrunk via *shrink item* and worn as a conical hat), tender (742gp), *stone of good luck*, *traveler's any-tool*, *tremor boots*

Encumbrance light 130 lb. 8 oz., medium 261 lb., heavy 393 lb. 12 oz. with *ant haul*; **Weight Carried** 31 lb. 6 oz. (excluding tender)



SPECIAL ABILITIES

Arcane Apotheosis (Ex) You can add any metamagic feats that you know to your spells without increasing their casting time, although you must still expend higher-level spell slots. Whenever you use magic items that require charges, you can instead expend spell slots to power the item. For every three levels of spell slots that you expend, you consume one less charge when using a magic item that expends charges.

Bloodline Arcana Whenever you apply a metamagic feat to a spell that increases the slot used by at least one level, increase the spell's DC by +1. This bonus does not stack with itself and does not apply to spells modified by the Heighten Spell feat.

Flesh to Stone Your *flesh to stone* spell has a DC of 37 and a caster level of 27 (or 35 for overcoming spell resistance) when cast with any metamagic feat.

Ongoing Spells The following spells are regularly active upon your person: *ant haul*, *false life*, *freedom of movement* (from wand), *heroism* (extended), *mage armor*, *mind blank*, *moment of presence*, *overland flight*, *protection from energy* (extended; acid, cold, electricity, fire), *see invisibility*, *shapechange*, *spell turning*, and *statue*. Excepting *freedom of movement*, all ongoing spell effects function at 21st-caster level (and thus require a DC 32 caster level check to dispel) and their effects are included in the above stats where appropriate. Additionally, you have used *wish* to add a +5 inherent bonus to your Charisma score, and a +4 inherent bonus to your Constitution score. You have also used *wish* to grant yourself the ability to teleport your personal gear back to you should it ever be parted from you for any reason and limited wish to make all of your clone bodies into stone statues that are each as tough as adamantite (which still come to life at the appropriate time).

Weapon Familiarity You are proficient with slings and treat any weapon with the word "halfing" in its name as a martial weapon.

Nicodemus

Rat familiar

N Tiny magical beast (augmented animal)

Init +2; **Senses** low-light vision, scent; Perception +1

Languages empathic link, speak with master, speak with rodents

DEFENSE

AC 24, touch 14, flat-footed 22 (+2 Dex, +10 natural, +2 size)

hp 116 (20 HD)

Fort +6, **Ref** +8, **Will** +13

Defensive Abilities improved evasion; **SR** 25

OFFENSE

Speed 15 ft. (3 squares), climb 15 ft., fly 40 ft. (good), swim 15 ft.; *overland flight*

Melee bite +14 (1d3–4) or

by spell +14 touch (as the spell)

Ranged dropped boulder +14 touch (2d6, 4d6, or 8d6, based on height dropped from)

Space 2½ ft.; **Reach** 0 ft.

Special Attacks deliver touch spells

STATISTICS

Abilities Str 2 (–4), Dex 15 (+2), Con 11 (+0), Int 15 (+2), Wis 13 (+1), Cha 2 (–4)

Base Atk +10; **CMB** +10; **CMD** 16

Feats Weapon Finesse

Skills Climb +10, Knowledge (arcana +21), Spellcraft +21, Stealth +18, Swim +10, Use Magic Device +11; **Racial Modifiers** +4 Stealth

SQ alertness, empathic link, familiar traits, scry on familiar, share spells, speak with master, speak with rodents

Gear boulders (40; 375 lb. each, reduced via *shrink item*), mini pouch, *stone of alliance*

Encumbrance light 4 lb. 8 oz., medium 9 lb. 12 oz., heavy 15 lb.; **Weight Carried** 4 lb.

SPECIAL ABILITIES

Alertness (Ex) While your familiar is within arm's reach, you gain the Alertness feat.

Deliver Touch Spells (Su) If you and your familiar are in contact at the time you cast a touch spell, you can designate your familiar as the toucher. Your familiar can then deliver the touch spell personally. As usual, if you cast another spell before the touch is delivered, the touch spell dissipates.

Empathic Link (Su) Your familiar has an empathic link with you out to one mile. You cannot see through your familiar's eyes, but the two of you can communicate empathically. Only general emotional content can be communicated. You have the same connection to an item or place that your familiar does.

Improved Evasion (Ex) When subjected to an attack that normally allows a Reflex saving throw for half damage, your familiar takes no damage if he makes a successful saving throw and half damage even if the saving throw fails.

Scry On Familiar (Sp) Once per day you may scry on your familiar, as if using the *scry* spell.

Share Spells You may cast a spell with a target of "You" on your familiar (as a touch spell) instead of on yourself. You may cast spells on your familiar even if the spells do not normally affect creatures of your familiar's type (magical beast).

Speak with Rodents (Ex) Your familiar may communicate with other rodents. Such communication is limited by the Intelligence of the conversing creatures.

Speak With Master (Ex) You and your familiar may communicate verbally, using a private language no one else understands.

