

# SORCERER (LEVEL 7)

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 7

LN Medium humanoid (human)

**Init** +6; **Senses** Perception +3

## DEFENSE

**AC** 17, touch 15, flat-footed 14 (+2 deflection, +2 Dex, +1 dodge, +2 natural)

**hp** 44 (7d6+14)

**Fort** +3, **Ref** +4, **Will** +6; +2 vs. fear

## OFFENSE

**Speed** 30 ft.

**Melee** quarterstaff +3 (1d6)

**Ranged** dagger +5 (1d4/19-20)

**Sorcerer Spells Known** (CL 7th; concentration +12)

3rd (5/day)—*dispel magic*, *haste*, *lightning bolt* (DC 20)

2nd (7/day)—*glitterdust* (DC 17), *invisibility*, *scorching ray*, *web* (DC 17)

1st (8/day)—*burning hands* (DC 18), *enlarge person* (DC 16),  
*identify*, *mage armor*, *magic missile*, *shield*

0 (at will)—*acid splash*, *detect magic*, *disrupt undead*, *flare* (DC 17),  
*light*, *prestidigitation* (DC 15), *read magic*

**Bloodline** arcane

## STATISTICS

**Str** 10, **Dex** 14, **Con** 12, **Int** 10, **Wis** 13, **Cha** 21

**Base Atk** +3; **CMB** +3; **CMD** 18

**Feats** Alertness\*, Combat Casting\*, Dodge\*, Eschew Materials, Extend Spell, Greater Spell Focus (evocation)\*, Improved Initiative\*, Spell Focus (evocation)\*

**Skills** Bluff +15, Climb +3, Knowledge (planes) +10, Perception +3, Sense Motive +4, Spellcraft +10

**Traits** courageous\*, world traveler\*

**Languages** Common, Varisian

**SQ** arcane bond\* (familiar), bloodline arcana (+1 DC for metamagic spells that increase spell level), metamagic adept (2/day)

**Combat Gear** *potions of cure light wounds* (3), *potion of cat's grace*, *scroll of fireball*, *scroll of fly*, *wand of magic missile* (CL 3rd, 50 charges); **Other Gear** quarterstaff, dagger, *amulet of natural armor* +2, *headband of alluring charisma* +2, *ring of protection* +2, backpack, trail rations (4), 44 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).

**Bloodline Arcana** When Seoni uses a metamagic feat (like Extend Spell) that increases a spell's level, that spell's DC increases by 1.

**Eschew Materials** Seoni can cast any spell with a material component costing 1 gp or less without needing that component.

**Extend Spell (Metamagic)** By using up a spell slot one level higher than a spell's actual level, Seoni can make a spell last twice as long. The time it takes to cast the spell if it's normally a standard action increases to a full-round action. If its casting time is longer than a standard action, it takes an extra full-round action to cast it.

**Metamagic Adept** Twice per day, Seoni can apply one metamagic feat she knows (normally Extend Spell) without increasing the spell's casting time.

A member of the wanderers known as Varisians, Seoni wears the magical markings of her culture in the elaborate tattoos that crisscross her body. But her path was not to be the path of tradition. A caravan master's daughter who spent much of her youth traveling, she was expected to one day either lead her own caravan or perhaps develop a talent for reading the harrow, the fortune-telling cards of her people. 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 simultaneously 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 something of 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—what the more pugnacious members of her party call a “control freak”—Seoni is a careful and meticulous planner, a schemer 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.”