

SEONI

SORCERER 5

ANCESTRY HUMAN (SKILLED) **BACKGROUND** NOMAD
SPEED 25 FEET **PERCEPTION** +9 (TRAINED)
ALIGNMENT LAWFUL NEUTRAL
LANGUAGES COMMON, DRACONIC, VARISIAN

STRENGTH **STR** 10 MODIFIER (+0) **DEXTERITY** **DEX** 16 MODIFIER (+3) **CONSTITUTION** **CON** 14 MODIFIER (+2)
INTELLIGENCE **INT** 12 MODIFIER (+1) **WISDOM** **WIS** 14 MODIFIER (+2) **CHARISMA** **CHA** 19 MODIFIER (+4)

STRIKES

MELEE ✦ staff +8 (two-hand 1d8), 2d4 bludgeoning
RANGED ✦ dart +11 (agile, range increment 20 feet, thrown), 2d4 piercing

SKILLS

ACROBATICS (DEX) +3	ARCANA (INT) +10 ••	ATHLETICS (STR) +0
CRAFTING (INT) +8 •	DECEPTION (CHA) +13 ••	DIPLOMACY (CHA) +11 •
INTIMIDATION (CHA) +4	HILLS LORE (INT) +8 •	LORE (OTHER: INT) +1
MEDICINE (WIS) +2	NATURE (WIS) +2	OCCULTISM (INT) +1
PERFORMANCE (CHA) +4	RELIGION (WIS) +2	SOCIETY (INT) +8 •
STEALTH (DEX) +3	SURVIVAL (WIS) +9 •	THIEVERY (DEX) +3

• = TRAINED •• = EXPERT ••• = MASTER

FEATS AND ABILITIES

ANCESTRY FEATS Adaptive Adept, Adapted Cantrip
CLASS ABILITIES ancestral memories, bloodline (imperial), sorcerer spellcasting
CLASS FEATS Besspell Weapon, Counterspell
GENERAL AND SKILL FEATS Assurance (Athletics, Survival), Lie to Me, Toughness

DEFENSES

HIT POINTS 53	ARMOR CLASS 20	AC WITH SHIELD RAISED 21
FORTITUDE +11	REFLEX +10	WILL +11

SPELLS

SPELL ATTACK +11 **DC** 21

PATHFINDER

EQUIPMENT

BULK Worn: 2, 3 L; Stowed: 6 L
WORN backpack, explorer's clothing, lesser elixir of life, +1 striking returning dart, +1 striking staff
STOWED bedroll, candle (10), flint and steel, rations (3 weeks), scroll case, waterskin, writing set
WEALTH 12 gp, 3 sp, 8 cp

SPELLS

CANTRIPS (AT WILL) acid splash, detect magic, forbidding ward, ray of frost, shield
1ST LEVEL (4/DAY) color spray, grim tendrils, magic missile, soothe, true strike
2ND LEVEL (4/DAY) dispel magic, flaming sphere, glitterdust, spider climb
3RD LEVEL (3/DAY) earthbind, haste, lightning bolt



WHAT IS A SORCERER?

You're a potent spellcaster whose power comes from channeling the magic that innately flows through your body.

EQUIPMENT

The following rules apply to Seoni's equipment.

Backpack: A backpack can hold up to 4 Bulk worth of items. If you're carrying or stowing the pack rather than wearing it on your back, its Bulk is light instead of negligible. The first 2 Bulk of items stowed in your backpack don't count against your Bulk limits (and aren't included in your worn Bulk).

☐ **Elixir of Life, Lesser** (alchemical, consumable, elixir, healing); **Activate** ⬡ (Interact); **Effect** Upon drinking this elixir, you regain 3d6+6 Hit Points and gain a +1 item bonus to saving throws against diseases and poisons for 10 minutes.

Agile (trait): The multiple attack penalty you take with this weapon on the second attack on your turn is -4 instead of -5, and -8 instead of -10 on the third and subsequent attacks in the turn.

Returning (property rune): This weapon returns to your hand after a thrown Strike.

Two-Hand (trait): This weapon can be wielded with two hands. Doing so changes its weapon damage die to the indicated value.

FEATS AND ABILITIES

Seoni's feats and abilities are described below.

Adapted Cantrip: You can cast *forbidding ward* as an arcane cantrip (included in Seoni's spells).

Adaptive Adept: You can cast *soothe* as a 1st-level arcane spell (included in Seoni's spells).

Assurance (Arcana, Survival): Even in the worst circumstances, you can perform basic tasks with the Arcana and Survival skills. You can forego rolling a skill check to instead receive a total check result of 19 for Arcana or 17 for Survival (don't apply any modifiers to this result).

Bespell Weapon ⬡ **Frequency** Once per turn; **Requirements** Your most recent action was to cast a non-cantrip spell; **Effect** You siphon the residual energy from the last spell you cast into one weapon you're wielding. Until the end of your turn, the weapon deals an extra 1d6 damage of a type depending on the school of the spell you just cast.

Abjuration force damage

Conjuration or Transmutation the same type as the weapon

Divination, Enchantment, or Illusion mental damage

Evocation a type the spell dealt, or force damage if the spell didn't deal damage

Necromancy negative damage

Bloodline (Imperial): Your bloodline defines the source of your magical power; for you, this is your connection to ancient spellcasters who had mastered magic, and their power manifests in you.

Blood Magic Whenever you cast *ancestral memories* or *magic missile* using one of your spell slots, you or a target of the spell also gain a +1 status bonus to skill checks for 1 round.

Counterspell (abjuration, arcane); ⬡ **Requirements** You have an unexpended spell slot you could use to cast the triggering spell; **Trigger** A creature casts a spell that you have in your repertoire; **Effect** When a foe Casts a Spell you know and you can see its manifestations, you can use your own magic to disrupt it. You expend one of your spell slots to counter the triggering creature's casting of a spell that you have in your repertoire. You lose your spell slot as if you had cast the triggering spell. You then attempt to counteract the triggering spell.

Lie to Me: If you can engage in conversation with someone trying to Lie to you, use your Deception DC if it is higher than your Perception DC to determine whether they succeed. This doesn't apply if you don't have a back-and-forth dialogue, such as when someone attempts to Lie during a long speech.

Signature Spells: You can cast the heightened versions of your *dispel magic* and *magic missile* spells, casting *magic missile* as a 1st-, 2nd-, or 3rd-level spell using the appropriate spell slots and casting *dispel magic* as either a 2nd- or 3rd-level spell with the corresponding slots.

Toughness: The DC of recovery checks is equal to 9 + your dying condition value.

SPELLS

Sorcerer Spellcasting: You can cast arcane spells using the Cast a Spell activity.

CANTRIPS

Acid Splash (acid, attack, cantrip, evocation); **Cast** ⬡ somatic, verbal; **Range** 30 feet; **Targets** 1 creature or object; **Effect** When you cast this spell, make a spell attack against one creature or object within 30 feet; if you hit, you deal 1d6+4 acid damage plus 1 acid splash damage. On a critical success, the target also takes 2 persistent acid damage.

Detect Magic (cantrip, detection, divination); **Cast** ⬡ somatic, verbal; **Area** 30-foot emanation; **Effect** You send out a pulse that registers the presence of magic. You receive no information beyond the presence or absence of magic. You can choose to ignore magic you're fully aware of, such as the magic items and ongoing spells of you and your allies.

You detect illusion magic only if that magic's effect has a lower level than the level of your *detect magic* spell. However, items that have an illusion aura but aren't deceptive in appearance (such as an *invisibility potion*) are typically detected normally.

Forbidding Ward (abjuration, cantrip); **Cast** ⬡ somatic, verbal; **Range** 30 feet; **Targets** 1 ally and 1 enemy; **Duration** sustained up to 1 minute; **Effect** You ward an ally within 30 feet against the attacks of an enemy within 30 feet. The target ally gains a +1 status bonus to Armor Class and saving throws against the target enemy's attacks, spells, and other effects.

Ray of Frost (attack, cantrip, cold, evocation); **Cast** ⬡ somatic, verbal; **Range** 120 feet; **Target** 1 creature; **Effect** You attempt a ranged spell attack against one creature within 120 feet. If you hit, you deal 3d4+4 cold damage to the target. If you critically succeed at your spell attack roll, you deal double damage and the target takes a -10-foot status penalty to its Speeds for 1 round.

Shield (abjuration, cantrip, force); **Cast** ⬡ verbal; **Effect** You conjure a magical shield of force that lasts until the start of your next turn. This counts as the Raise Shield action and grants you a +1 circumstance bonus to AC (though it doesn't require a hand to use) and allows you to use the Shield Block reaction. This shield has Hardness 10. After you use the Shield Block reaction, this spell ends and you can't use it again for 10 minutes.

Shield Block ⬡ **Trigger** You would be damaged by a physical attack while your shield is conjured. **Effect** You interpose your magical shield between you and the attack, reducing the damage by 5. You take any remaining damage.

1ST

Color Spray (illusion, incapacitation, visual); **Cast** ⬡ somatic, verbal; **Area** 15-foot cone; **Effect** Swirling colors rush from your hands in a 15-foot cone, affecting creatures based on the result of their DC 21 Will save as described below.

Critical Success The creature is unaffected.

Success The creature is dazzled for 1 round.

Failure The creature is stunned 1, blinded for 1 round, and dazzled for 1 minute.

Critical Failure The creature is stunned for 1 round and blinded for 1 minute.

Grim Tendrils (necromancy, negative); **Cast** ⬡ (somatic, verbal); **Effect** You unleash a wave of dark tendrils, dealing 2d4 negative damage and 1 persistent bleed damage to all creatures in a 30-foot line. Each living creature in the line must attempt a DC 21 Fortitude save.

Critical Success The creature is unaffected.

Success The creature takes half the negative damage and no persistent bleed damage.

Failure The creature takes full damage.

Critical Failure The creature takes double negative damage and double persistent bleed damage.

Magic Missile (evocation, force); **Cast** ⬡, ⬡, or ⬡ somatic, verbal; **Range** 120 feet; **Target** 1 creature; **Effect** You fire a dart of force that automatically hits the target, dealing 1d4+1 force damage. For each additional action you spend Casting this Spell, you fire one additional dart that you can aim at any target within 120 feet. **Heightened (+2)** You shoot one additional missile with each action you spend.

Soothe (emotion, enchantment, healing, mental); **Cast** ⬡ somatic, verbal; **Range** 30 feet; **Target** 1 willing living creature; **Duration** 1 minute; **Effect**

You grace the target's mind, boosting its mental defenses and healing its wounds. The target regains 1d10+4 Hit Points when you Cast the Spell and gains a +2 status bonus to saves against mental effects for the duration.

True Strike (divination, fortune); **Cast** ◆ verbal; **Duration** until the end of your turn; **Effect** The next time you make an attack roll before the end of your turn, roll the attack twice and use the better result. The attack ignores circumstance penalties to the attack roll and any flat check required due to the target being concealed or hidden.

2ND

Dispel Magic (abjuration); **Cast** ◆◆ somatic, verbal; **Range** 120 feet; **Target** 1 spell effect or unattended magic item; **Effect** Attempt a counteract check against the target. If you succeed against a spell effect, you counteract it. If you succeed against a magic item, the item becomes a mundane item of its type for 10 minutes. This doesn't change the item's non-magical properties. If the target is an artifact or similar item, you automatically fail.

Flaming Sphere (evocation, fire); **Cast** ◆◆ somatic, verbal; **Range** 30 feet; **Area** one 5-foot square; **Saving Throw** Reflex; **Duration** sustained up to 1 minute; **Effect** You create a sphere of flame in a square within range. The sphere must be supported by a solid surface, such as a stone floor. The sphere deals 3d6 fire damage to each creature in the square where it first appears; each creature must attempt a DC 21 basic Reflex save. On subsequent rounds, you can Sustain this Spell, leaving the sphere in its square or rolling it to another square within range and dealing 3d6 fire damage; each creature in its square must attempt a DC 21 basic Reflex save. Creatures that succeed at their save take no damage (instead of half).

Glitterdust (evocation); **Cast** ◆◆ (somatic, verbal); **Range** 120 feet; **Area** 10-foot burst; **Saving Throw** Reflex; **Effect** Creatures in the area are outlined by glittering dust. Each creature must attempt a DC 21 Reflex save. If a creature has its invisibility negated by this spell, it's concealed instead of invisible. This applies both if the creature was already invisible and if it benefits from new invisibility effects before the end of the invisibility negation effect from this spell.

Critical Success The target is unaffected.

Success The target's invisibility is negated for 2 rounds.

Failure The target is dazzled for 1 minute and its invisibility is negated for 1 minute.

Critical Failure The target is blinded for 1 round and dazzled for 10 minutes. Its invisibility is negated for 10 minutes.

Spider Climb (transmutation); **Cast** ◆◆ somatic, verbal; **Range** touch; **Target** 1 creature; **Duration** 10 minutes; **Effect** Tiny clinging hairs sprout across the creature's hands and feet, offering purchase on nearly any surface. The target gains a climb Speed equal to its Speed.

3RD

Earthbind (transmutation); **Cast** ◆◆ somatic, verbal; **Range** 120 feet; **Target** 1 flying creature; **Saving Throw** Fortitude; **Effect** Using the weight of earth, you hamper a target's flight, with effects based on its DC 21 Fortitude save. If the creature reaches the ground safely, it doesn't take falling damage.

Critical Success The target is unaffected.

Success The target falls safely up to 120 feet.

Failure The target falls safely up to 120 feet. If it hits the ground, it can't Fly, levitate, or otherwise leave the ground for 1 round.

Critical Failure The target falls safely up to 120 feet. If it hits the ground, it can't Fly, levitate, or otherwise leave the ground for 1 minute.

Haste (transmutation); **Cast** ◆◆ somatic, verbal; **Range** 30 feet; **Targets** 1 creature; **Duration** 1 minute; **Effect** Magic empowers the target to act faster. It gains the quickened condition and can use the extra action each round only for Strike and Stride actions.

Lightning Bolt (electricity, evocation); **Cast** ◆◆ somatic, verbal; **Area** 120-foot line; **Effect** A bolt of lightning strikes outward from your hand, dealing 4d12 electricity damage. Creatures in the affected must attempt a DC 21 basic Reflex save.

FOCUS

☐ **Focus Points:** You gain a pool of Focus Points that allows you to cast your bloodline spell: *ancestral memories*. Each use of this spell uses 1 Focus Point and you currently have a total focus pool of 1.

Ancestral Memories (divination); **Cast** ◆ verbal; **Duration** 1 minute; **Effect** Choose Thassilonian History Lore or any non-Lore skill; you become trained in that skill for 1 minute and might gain other memories associated with that skill, at the GM's discretion.