

# SORCERER (LEVEL 1)

*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 1

LN Medium humanoid (human)

**Init** +2; **Senses** Perception +3

## DEFENSE

**AC** 13, touch 13, flat-footed 10 (+2 Dex, +1 dodge)

**hp** 8 (1d6+2)

**Fort** +1, **Ref** +2, **Will** +3; +2 vs. fear

## OFFENSE

**Speed** 30 ft.

**Melee** quarterstaff +0 (1d6)

**Ranged** dagger +2 (1d4/19–20)

**Sorcerer Spells Known** (CL 1st; concentration +5)

1st (4/day)—*mage armor*, *magic missile*

0 (at will)—*acid splash*, *detect magic*, *flare* (DC 15), *read magic*

**Bloodline** arcane

## STATISTICS

**Str** 10, **Dex** 14, **Con** 12, **Int** 10, **Wis** 13, **Cha** 18

**Base Atk** +0; **CMB** +0; **CMD** 13

**Feats** Alertness\*, Dodge\*, Eschew Materials, Spell Focus (evocation)\*

**Skills** Bluff +8, Climb +3, Knowledge (planes) +4, Perception +3, Sense Motive +4, Spellcraft +4

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

**Languages** Common, Varisian

**SQ** arcane bond\* (familiar)

**Combat Gear** *potion of cure light wounds*, *scroll of color spray*, *scroll of burning hands*, smokestick; **Other Gear** quarterstaff, dagger, sunrod (5), backpack, trail rations (4)

\* 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).

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

**Spells** Seoni knows the following spells or has them as scrolls. For full spell descriptions, see Chapter 10 of the *Pathfinder RPG Core Rulebook*.

*Acid Splash*: Ranged touch attack (+2 to hit, range 25 feet) that deals 1d3 points of acid damage.

*Burning Hands*: 15-foot cone of fire that deals 1d4 fire damage to all within (Reflex half).

*Color Spray*: Stuns creatures within a 15-foot cone, possibly also making them blinded or unconscious (Will negates).

*Detect Magic*: Detects all spells and magic items within a 60-foot cone.

*Flare*: Dazzles a creature within 25 feet (Fortitude negates).

*Mage Armor*: Gives subject +4 armor bonus for 1 hour.

*Magic Missile*: Dart of force automatically hits target within 110 feet, dealing 1d4+1 damage.

*Read Magic*: Deciphers magical writing.

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 wasn't to be the path of tradition. As a caravan master's daughter, she spent much of her youth traveling, and 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—though many of the so-called “civilized” residents of Varisia look upon such body modification with distaste.

Despite being a consummate adventurer, Seoni is 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. Despite all of this, Seoni has stuck by her comrades through numerous tight spots. As with so many things, however, if Seoni understands her motivations, she's keeping that knowledge to herself.



“We all choose our paths in life. See to it that yours doesn't cross mine again.”

# SORCERER (LEVEL 4)

*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 4

LN Medium humanoid (human)

**Init** +2; **Senses** Perception +3

## DEFENSE

**AC** 15, touch 14, flat-footed 12 (+1 deflection, +2 Dex, +1 dodge, +1 natural)

**hp** 26 (4d6+8)

**Fort** +2, **Ref** +3, **Will** +5; +2 vs. fear

## OFFENSE

**Speed** 30 ft.

**Melee** quarterstaff +2 (1d6)

**Ranged** dagger +4 (1d4/19–20)

**Sorcerer Spells Known** (CL 4th; concentration +8 [+12 to cast defensively])

2nd (4/day)—*scorching ray*

1st (7/day)—*burning hands* (DC 16), *identify*, *mage armor*, *magic missile*

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

**Bloodline** arcane

## STATISTICS

**Str** 10, **Dex** 14, **Con** 12, **Int** 10, **Wis** 13, **Cha** 19

**Base Atk** +2; **CMB** +2; **CMD** 16

**Feats** Alertness\*, Combat Casting\*, Dodge\*, Eschew Materials, Spell Focus (evocation)\*

**Skills** Bluff +11, Climb +3, Knowledge (planes) +7, Perception +3, Sense Motive +4, Spellcraft +7

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

**Languages** Common, Varisian

**SQ** arcane bond\* (familiar)

**Combat Gear** *potions of cure light wounds* (3), *scroll of glitterdust*, *scroll of invisibility*, *wand of magic missile* (CL 3rd, 33 charges), *smokestick*;

**Other Gear** quarterstaff, dagger, *amulet of natural armor* +1, *ring of protection* +1, *sunrod* (5), *backpack*, *trail rations* (4), 29 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).

**Combat Casting** Seoni gets a +4 bonus on concentration checks made to cast a spell or use a spell-like ability when casting defensively or while grappled.

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

**Spells** Seoni knows the following spells 1st- and 2nd-level spells or has them as scrolls. For full spell descriptions, see Chapter 10 of the *Pathfinder RPG Core Rulebook*.

*Burning Hands*: 15-foot cone of fire deals 4d4 fire damage to all within (Reflex half).

*Glitterdust*: Golden particles cover everything in a 10-foot-radius spread, blinding creatures (Will negates) and outlining invisible things.

*Identify*: Detect magic and more easily identify the properties of an item.

*Invisibility*: Turn a creature or object invisible for 4 minutes or until it attacks.

*Mage Armor*: Gives subject +4 armor bonus for 1 hour.

*Magic Missile*: Dart of force automatically hits target within 110 feet, dealing 1d4+1 damage.

*Scorching Ray*: Ranged touch attack (+4 to hit, range 35 feet) deals 4d6 points of fire damage.

A member of the wanderers known as Varisians, Seoni wears the magical markings of her culture in the elaborate tattoos that crisscross her body. She was a caravan master's daughter who spent much of her youth traveling. 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 both 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 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, Seoni is a careful and meticulous planner who frequently becomes frustrated by the improvised plans of her more impulsive companions.



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# SORCERER (LEVEL 7)

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## 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.

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