

# SEONI

SORCERER

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**ANCESTRY** HUMAN (SKILLED) **BACKGROUND** NOMAD  
**SPEED** 25 FEET **PERCEPTION** +4 (TRAINED)  
**ALIGNMENT** LAWFUL NEUTRAL  
**LANGUAGES** COMMON, DRACONIC, VARISIAN

**STRENGTH** **STR** 10 MODIFIER (+0) **DEXTERITY** **DEX** 14 MODIFIER (+2) **CONSTITUTION** **CON** 12 MODIFIER (+1)  
**INTELLIGENCE** **INT** 12 MODIFIER (+1) **WISDOM** **WIS** 12 MODIFIER (+1) **CHARISMA** **CHA** 18 MODIFIER (+4)

## STRIKES

**MELEE** ♦ staff +3 (two-hand 1d8), 1d4 bludgeoning  
**RANGED** ♦ crossbow +5 (range increment 120 feet, reload 1), 1d8 piercing

## SKILLS

<b>ACROBATICS</b> (DEX) +2	<b>ARCANA</b> (INT) +4 •	<b>ATHLETICS</b> (STR) +0
<b>CRAFTING</b> (INT) +4 •	<b>DECEPTION</b> (CHA) +7 •	<b>DIPLOMACY</b> (CHA) +7 •
<b>INTIMIDATION</b> (CHA) +4	<b>HILLS LORE</b> (INT) +4 •	<b>LORE</b> (OTHER: INT) +1
<b>MEDICINE</b> (WIS) +1	<b>NATURE</b> (WIS) +1	<b>OCCULTISM</b> (INT) +1
<b>PERFORMANCE</b> (CHA) +4	<b>RELIGION</b> (WIS) +1	<b>SOCIETY</b> (INT) +4 •
<b>STEALTH</b> (DEX) +2	<b>SURVIVAL</b> (WIS) +4 •	<b>THIEVERY</b> (DEX) +2

• = TRAINED •• = EXPERT ••• = MASTER

## FEATS AND ABILITIES

**ANCESTRY ABILITIES** Adapted Cantrip  
**CLASS ABILITIES** ancestral memories, bloodline (imperial), sorcerer spellcasting  
**SKILL FEATS** Assurance (Survival)

## DEFENSES

<b>HIT POINTS</b> 15	<b>ARMOR CLASS</b> 15	<b>AC WITH SHIELD RAISED</b> 16
<b>FORTITUDE</b> +4	<b>REFLEX</b> +5	<b>WILL</b> +6

## SPELLS

**SPELL ATTACK** +7 **DC** 17

# PATHFINDER

## EQUIPMENT

**BULK** Worn: 2, 6 L; Stowed: 6 L  
**WORN** backpack, explorer's clothing, lesser antidote, minor elixir of life (3), crossbow (10 bolts), staff  
**STOWED** bedroll, candle (10), flint and steel, rations (3 weeks), scroll case, waterskin, writing set  
**WEALTH** 3 sp, 8 cp

## SPELLS

**CANTRIPS (AT WILL)** acid splash, detect magic, forbidding ward, ray of frost, shield  
**1ST LEVEL (3/DAY)** color spray, grim tendrils, magic missile



## WHAT IS A SORCERER?

You are a powerful spellcaster whose power comes from channeling the magic that innately flows through your body.

## EQUIPMENT

The following rules apply to Seoni's equipment.

- ☐ **Antidote, Lesser** (alchemical, consumable, elixir) **Activate** (Interact); **Effect** Upon drinking this elixir, you gain a +2 item bonus on Fortitude saving throws against poison for 6 hours.

**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 do not count against your Bulk limits (and are not included in your worn Bulk).

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

**Reload** (trait): This weapon takes 1 Interact action to reload before it can be fired again.

**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 spell (included in Seoni's cantrips).

**Assurance (Survival):** Even in the worst circumstances, you can perform basic tasks with the Survival skill. You can forego rolling a skill check for your chosen skill to instead receive a total check result of 13 (do not apply any modifiers to this result).

**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.

**Sorcerer Spellcasting:** You can cast arcane spells using the Cast a Spell activity. See the Spells section below for details on the spells you can cast.

- ☐ **Focus Points:** You gain a pool of Focus Points that allow 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.

## SPELLS

Seoni can cast the following spells. She can cast her 1st-level spells three times per day in any combination.

**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 acid damage plus 1 acid splash damage. On a critical success, the target also takes 1 persistent acid damage.

**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 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.

**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.

**Grim Tendrils** (somatic, verbal); **Traits:** necromancy, negative. **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. Affected targets can attempt a Fortitude save with the following results.

**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; **Targets** 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.

**Ray of Frost** (attack, cantrip, cold, evocation) **Cast** somatic, verbal; **Range** 120 feet; **Targets** 1 creature; **Effect** You attempt a ranged spell attack against one creature within 120 feet. If you hit, you deal 1d4+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 5. 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.