SEONI

PATHFINDER PLAYTEST

ANCESTRY HUMAN (VARISIAN) **BACKGROUND** NOMAD

CLASS SORCERER 5 **PERCEPTION** +7 (TRAINED)

ALIGNMENT LAWFUL NEUTRAL

LANGUAGES COMMON, VARISIAN

STRENGTH	DEXTERITY	CONSTITUTION
STR 10 MODIFIER (+0)	DEX 16 MODIFIER (+3)	CON 14 MODIFIER (+2)

INTELLIGENCE	WISDOM	CHARISMA
INT 14 MODIFIER (+2)	WIS 14 MODIFIER (+2)	CHA 18 MODIFIER (+4)

ACTIONS

SPEED: 25 feet

MELEE: *lesser staff of fire* +6 (1d4 bludgeoning); two-hand 1d8

RANGED: crossbow +8 (1d8 piercing); reload 1

RANGED: *ray of frost* +8 (1d8+4 cold)

SKILLS

ACROBATICS +6	ARCANA +8 E	ATHLETICS +3
CRAFTING +7 T	DECEPTION +7	DIPLOMACY +10 E
INTIMIDATION +9 T	LORE (HILLS) +7 T	LORE (OTHER) +5
MEDICINE +5	NATURE +7 T	OCCULTISM +7 T
PERFORMANCE +7	RELIGION +7 T	SOCIETY +7 T
STEALTH +6	SURVIVAL +7 T	THIEVERY +6

FEATS AND ABILITIES

ANCESTRY FEATS: Haughty Obstinancy, Skilled

CLASS FEATS: Cantrip Expansion, Reach Spell

GENERAL FEATS: Toughness

SKILL FEATS: Assurance (Survival), Group Impression, Quick Identification

CLASS ABILITIES: Ancestral Surge, Bloodline (Imperial, 4 Spell Points), Spontaneous Heightening

DEFENSES

HIT POINTS	ARMOR CLASS	TOUCH AC
53	20	20

FORTITUDE	REFLEX	WILL
+8	+9	+9

WHAT IS A SORCERER?

You are a powerful spellcaster whose power comes not from intense study but rather from channeling the magic that innately flows through your body.

SEONI

CLASS SORCERER 5

EQUIPMENT

BULK 3, 6L

WORN backpack, *bracers of armor* (2nd)*, clothing

WEAPONS *lesser staff of fire**, crossbow with 10 bolts

STOWED bedroll, candles (10), comprehension elixir, flint and steel, *lesser healing potions* (3), material component pouch, potency crystal, rations (3), scroll case, *scroll of acid arrow*, *scroll of mirror image* (2), spyglass, *wand of longstrider* (10 charges), waterskin, writing set

WEALTH 2 gold, 3 silver, 3 copper

RESONANCE POINTS 9 (7 remaining)

The following rules apply to Seoni's equipment.

Seoni is assumed to have invested resonance in equipment marked with an asterisk (*) above.

☐ **Comprehension Elixir**: For the next minute after drinking this elixir, you can understand words in any common language.

Dull Gray Aeon Stone: This stone orbits Seoni's head and serves as a ready target for her *light* cantrip.

☐ ☐ ☐ **Healing Potion, Lesser**: Drinking this potion heals 2d8+4 Hit Points.

☐ **Lesser Staff of Fire:** Seoni's staff of fire allows her to cast *produce flame* as a cantrip and *burning hands* as a 1st-level spell. She may cast burning hands in this way 1/day without using a spell slot.

☐ **Potency Crystal**: (◇ Focus Activation) This crystal is affixed to Seoni's staff. She can activate it before rolling when making an attack with her staff to treat it as a magic weapon for the attack, dealing an additional 1d4 bludgeoning damage.

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

☐ **Scroll of Acid Arrow**: While holding this scroll, Seoni can cast *acid arrow* once, after which the scroll is destroyed (see Spells).

☐ ☐ **Scroll of Mirror Image**: While holding this scroll, Seoni can cast *mirror image* once, after which the scroll is destroyed (see Spells).

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

Wand of Longstrider (1st, 10 charges): By spending 1 Resonance Point while holding the wand, you can cast *longstrider* as though you had it prepared.

FEATS AND ABILITIES

Seoni's feats and abilities are described below. Her Skilled and Toughness feats are already applied to her character statistics.

Assurance: 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 10 (do not apply any modifiers to this result).

Bloodline: 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.

Cantrip Expansion: Seoni learns two additional cantrips (*daze* and *tanglefoot*).

Haughty Obstinacy: Your powerful ego makes it harder for others to order you around. If you succeed at a saving throw against a mental elect that attempts to directly control your actions, you critically succeed instead. If a creature fails to Coerce you using the Intimidation skill, it treats the result as a critical failure instead (so it can't try to Coerce you again for 1 week).

Group Impression: When you Make an Impression, you may apply the result of your Diplomacy check to four targets instead of one.

Quick Identification: You take only 5 minutes when using Identify Magic to determine the properties of an item, effect, or location rather than 1 hour.

Spell Points: You gain a pool of 4 Spell Points that allow you to cast your bloodline spell: *ancestral surge*. Each use of this spell uses 1 Spell Point.

Spontaneous Heightening: Each day, you can select two spells that you know. You can cast these spells using higher-level spell slots (this is called heightening). If you do, you gain the benefits listed in the Heightened section of the spell's description. Heightened entries with a specific spell level, such as Heightened (3rd), grant the listed benefits if you cast the spell using a spell slot of that level. Heightened entries with a (+1) grant those additional benefits for every level you heighten the spell above its normal level. By default, Seoni uses spontaneous heightening on *shocking grasp* and *flaming sphere*.

SPELLS

SPELL ROLL +9 | DC 19 | SPELL POINTS 4

CANTRIPS (AT WILL): *daze, detect magic, electric arc, light, produce flame, ray of frost, shield, tanglefoot*

1ST LEVEL (4/DAY): *command, fear, magic missile, shocking grasp*

2ND LEVEL (4/DAY): *flaming sphere, glitterdust, invisibility, telekinetic maneuver*

3RD LEVEL (3/DAY): *dispel magic, haste, lightning bolt*

Seoni can cast the following spells. She can cast a 1st-level spell four times per day, a 2nd-level spell four times per day, and a 3rd-level spell three times per day. She can cast any combination of her spells at each level. Some of her spells listed below include entries for a heightened version of the spell, which she can cast using her spontaneous heightening ability.

Acid Arrow (scroll, ◆ Somatic, ◆ Verbal): You attempt a ranged touch attack against one creature or object within 120 feet. On a hit, you deal 1d8+4 plus 1d6 persistent acid damage to the target. Double the damage (but not the persistent damage) on a critical hit.

Ancestral Surge (1 Spell Point, ◆ Verbal): You gain a +1 conditional bonus to spell rolls and spell DCs for 1 round. You can spend 1 Spell Point and Concentrate on this Spell to extend its duration by 1 round.

Burning Hands (staff, ◆ Somatic, ◆ Verbal): Gouts of flame rush from your hands in a 15-foot cone. You deal 2d6 fire damage to creatures in the area. Each creature attempts a Reflex save, taking half damage on a success, no damage on a critical success, or double damage on a critical failure.

Command (◆ Somatic, ◆ Verbal): You command one creature within 30 feet to approach you, run away (as the fleeing condition), drop what it's holding, drop prone, or stand in place. It must attempt a Will save. On a success the creature is unaffected, on a failure the creature spends its first action doing as you commanded, and on a critical failure the creature spends as many actions as possible doing what you commanded and nothing else until the end of its next turn.

Daze (cantrip, ◆ Somatic, ◆ Verbal): You cloud the mind of a target within 60 feet. It must attempt a Will save. On a success the target is unaffected, on a failure the target is flat-footed, and on a critical failure the target is flat-footed and slowed 1.

Detect Magic (cantrip, ◆ Somatic, ◆ Verbal): You send out a magical pulse that registers the presence of magic within 30 feet. You learn whether or not magic is present and know the school of magic for the highest-level spell in the area. You can choose to ignore magic you're fully aware of, such as you and your allies' magic items and ongoing spells.

You detect illusion magic only if its effect is 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*) typically get detected normally.

Dispel Magic (◆ Somatic, ◆ Verbal): You attempt to dispel one spell effect or unattended magic item within 120 feet. If the effect's counteract level is less than three, this automatically succeeds and the spell is dispelled or the magic item becomes a mundane item of its type for 10 minutes; otherwise, make a counteract check (*Pathfinder Playtest* p 319) against the effect using your spell roll.

Electric Arc (cantrip, ◆ Somatic, ◆ Verbal): You deal 1d6+4 electricity damage to one or two targets within 30 feet. Each creature attempts a Reflex save, taking half damage on a success, no damage on a critical success, or double damage on a critical failure.

Fear (◆ Somatic, ◆ Verbal): You plant fear in one target within 30 feet. It must attempt a Will save. It is frightened 1 on a success, frightened 2 on a failure, frightened 3 and fleeing for 1 round on a critical failure, and unaffected on a critical success.

Flaming Sphere (◆ Somatic, ◆ Verbal): You create a sphere of flame in one square within 30 feet that lasts for as long as you spend an action to concentrate on it or until dismissed. Each round that you concentrate to maintain the sphere you may move it to another location within 30 feet. Each creature in the sphere's square (not including during the sphere's movement) must attempt a Reflex save. On a success the creature is unaffected, on a failure the creature takes 3d6 damage, and on a critical failure the creature takes 6d6 damage.

Heightened (3rd)—The damage increases to 4d6 (8d6 on a critical failure).

Glitterdust (◆ Somatic, ◆ Verbal): You unleash a cloud of glittering dust in a 10-foot burst within 120 feet. Each creature in the area must attempt a Reflex save. On a success the creature's invisibility (if any) is negated for 1 round and they are instead concealed, on a critical success the creature is unaffected, on a failure the creature is dazzled and its invisibility is negated and it is instead concealed for 1 minute. A critical failure acts as a failure but the target is also blinded for 1 minute.

Haste (◆ Somatic, ◆ Verbal): You give the quick condition to one creature within 30 feet for one minute. The target can only use the extra action granted by this condition for Strike or Stride actions.

Invisibility (◆ Material, ◆ Somatic): You turn one creature you touch invisible for one minute or until the spell is dismissed. If the target acts in a hostile manner, the invisibility is dismissed after that action, reaction, free action, or activity is completed

Light (cantrip, ◆ Somatic, ◆ Verbal): An object (Bulk 1 or less) you touch begins to glow with pure light, casting bright light in a 20-foot radius like a torch for 1 day. If you cast this spell again, the light on the last object you cast it on is dismissed.

Lightning Bolt (◆ Somatic, ◆ Verbal): All creatures in a 60-foot line must attempt a Reflex save to avoid taking 4d12 electricity damage. On a success the creature takes half damage, on a critical success the creature takes no damage, on a failure the creature takes full damage, and on a critical failure the creature takes double damage.

Longstrider (wand, ◆ Somatic, ◆ Verbal): Your speed is accelerated 10 feet for one hour.

Magic Missile (◆ Verbal or more): You send a dart of force streaking toward a creature that you can see within 120 feet. It automatically hits and deals 1d4+1 force damage. When Casting this Spell, you can increase the casting by a Material Casting action, a Somatic Casting action, or both. For each component you add, increase the number of missiles you shoot by one. You choose the target for each missile individually.

Mirror Image (scroll, ◆ Somatic, ◆ Verbal): For 1 minute (or until all images are destroyed) you are surrounded by three illusory images of yourself. When all three images are up, any attack that would hit you has a 1 in 4 chance (1 on 1d4) of hitting you, when two images are up attacks have a 1 in 3 chance of hitting you (1-2 on 1d6) and when only one image is up, attacks have a 1 in 2 chance of hitting you (1-3 on 1d6). An attack that does not hit you due to this spell instead destroys one of the images; if an attack against you is a critical success, it becomes a success against you and one of the images is also destroyed.

Produce Flame (staff, ◆ Somatic, ◆ Verbal): You create a small flame that can be used as a melee or ranged touch attack to deal 1d6+4 fire damage. On a critical success, the flame deals double damage and 1d4 persistent fire damage.

Ray of Frost (cantrip, ◆ Somatic, ◆ Verbal): You attempt a ranged touch attack against one creature within 60 feet. If you hit, you deal 1d8+4 cold damage to the target. Double the cold damage on a critical hit.

Shield (cantrip, ◆ Verbal): You raise a magical shield of force to protect yourself. This counts as using the Raise a Shield action to gain a +1 circumstance bonus to AC until the start of your next turn, though it doesn't require a hand to use. While the spell is in effect, you can use the Shield Block reaction to reduce one attack's damage to you. The shield has Hardness 10. After you use Shield Block, the spell is dismissed and you can't cast it again for 10 minutes. Unlike a normal Shield Block, you can also use the spell's reaction against the *magic missile* spell.

Shocking Grasp (◆ Somatic, ◆ Verbal): You attempt a melee touch attack against one creature. On a hit, the target takes 1d12+4 electricity damage; if the target is wearing or made of metal you gain a +1 circumstance bonus to your attack roll and the target takes 1d4 persistent electricity damage on a hit. On a critical hit, double the damage, but not the persistent damage.

Heightened (+1): The damage increases by 1d12 and the persistent electricity damage increases by 1.

Tanglefoot (◆ Somatic, ◆ Verbal): You conjure a sticky vine and attempt a ranged touch attack with it against a target within 30 feet. On a success the target is entangled for 2 rounds and must attempt an Acrobatics or Athletics check to remove the condition. On a critical success, the target is immobile as long as it is entangled. This spell has no effect if the ranged attack roll results in a failure or critical failure.

Telekinetic Maneuver (◆ Somatic, ◆ Verbal): You telekinetically attempt a Disarm, Shove, or Trip against a target within 30 feet, making a spell roll instead of an Athletics check.