SEONI

PATHFINDER PLAYTEST

ANCESTRY HUMAN (VARISIAN) **BACKGROUND** NOMAD

CLASS SORCERER 1 **PERCEPTION** +2 (TRAINED)

ALIGNMENT LAWFUL NEUTRAL

LANGUAGES COMMON, VARISIAN

STRENGTH	DEXTERITY	CONSTITUTION
STR 10 MODIFIER (+0)	DEX 14 MODIFIER (+2)	CON 12 MODIFIER (+1)

INTELLIGENCE	WISDOM	CHARISMA
INT 12 MODIFIER (+1)	WIS 12 MODIFIER (+1)	CHA 18 MODIFIER (+4)

ACTIONS

SPEED: 25 feet

MELEE: staff +1 (1d4 bludgeoning); two-hand 1d8

RANGED: crossbow +3 (1d8 piercing); reload 1

RANGED: *ray of frost* +3 (1d8 cold)

SKILLS

ACROBATICS +1	ARCANA +2 T	ATHLETICS −1
CRAFTING +2 T	DECEPTION +3	DIPLOMACY +5 T
INTIMIDATION +5 T	LORE (HILLS) +2 T	LORE (OTHER) +0
MEDICINE +0	NATURE +0	OCCULTISM +0
PERFORMANCE +3	RELIGION +0	SOCIETY +2 T
STEALTH +1	SURVIVAL +2 T	THIEVERY +1

FEATS AND ABILITIES

ANCESTRY FEATS: Haughty Obstinancy

SKILL FEATS: Assurance (Survival)

CLASS ABILITIES: Bloodline (Imperial, 4 Spell Points)

DEFENSES

HIT POINTS	ARMOR CLASS	TOUCH AC
15	13	13

FORTITUDE	REFLEX	WILL
+2	+3	+3

WHAT IS A SORCERER?

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

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EQUIPMENT

BULK 3

WORN backpack, ordinary clothing

WEAPONS staff, crossbow with 10 bolts

STOWED bedroll, candles (10), flint and steel, material component pouch, *minor healing potion*, *scroll of mage armor*, rations (3 days), scroll case, waterskin, writing set

WEALTH 33 silver, 3 copper

RESONANCE POINTS 5

The following rules apply to Seoni's equipment.

☐ **Healing Potion, Minor:** Drinking this potion heals 1d8 Hit Points.

☐ **Scroll of Mage Armor:** You can use this scroll to cast *mage armor* once (see spells).

Reload: 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.

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.

Haughty Obstinacy: Your powerful ego makes it harder for others to order you around. If you succeed at a saving throw against a mental effect 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 (it can't try to Coerce you again for 1 week).

Spell Points: You gain a pool of 4 Spells Points that allows you to cast your bloodline spell, *ancestral surge*.

SPELLS

SPELL ROLL		DC	SPELL POINTS
	+5	15	4

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

1ST LEVEL (3/DAY): *burning hands, fear, magic missile*

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

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

Burning Hands (◆ 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.

Detect Magic (cantrip, ◆ Somatic, ◆ Verbal): You send out a magical 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 you and your allies' magic items and ongoing spells.

You detect illusion magic only if its effect is 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.

Electric Arc (cantrip, ◆ Somatic, ◆ Verbal): You deal 1d6 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.

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.

Mage Armor (◆ Somatic, ◆ Verbal): If you cast this spell on an unarmored target, they gain a +1 item bonus to AC for 1 day.

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.

Ray of Frost (cantrip, ◆ Somatic, ◆ Verbal): You attempt a ranged touch attack against one creature within 60 feet. If you hit, you deal 1d8 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 4. 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.