

NPC Codex, Sorcerer (Level 1)



SEONI

HUMAN SORCERER 1

Medium humanoid (human) LN

Init +2; Senses Perception +3

DEFENSE

AC 17, touch 13, flat-footed 14 (+4 armor, +2 Dex, +1 dodge)

hp 8 (1d6+2)

Fort +1, Ref +2, Will +3

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

TACTICS

Before Combat Seoni casts mage armor on herself.

During Combat In combat, Seoni serves as artillery from range, blasting foes with acid splash and magic missile.

Base Statistics Without mage armor, Seoni's statistics are AC 13, flat-footed 10.

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 +3, Spellcraft +4

Languages Common, Varisian

SQ arcane bond (familiar, blue-tailed skink named Dragon), bloodline arcana (+1 DC for metamagic spells that increase spell level)

Combat Gear scroll of color spray; **Other Gear** dagger, quarterstaff, backpack, smokestick, sunrods (5), trail rations (4), 9 gp

Born into a nomadic tribe, Seoni is gifted with magic and driven by dreams to explore the mysteries of her supernatural heritage. She is adorned with dozens of runic tattoos that indicate her high status in her tribe and aid her spellcasting.



Lizard(Dragon)

N Tiny animal

Init +2; Senses low-light vision; Perception +1

DEFENSE

AC 14, touch 14, flat-footed 12 (+2 Dex, +2 size)

hp 3 (1d8–1)

Fort +1, Ref +4, Will +1

OFFENSE

Speed 20 ft., climb 20 ft.

Melee bite +4 (1d4–4)

Space 2-1/2 ft.; Reach 0 ft.

STATISTICS

Str 3, Dex 15, Con 8, Int 1, Wis 12, Cha 2

Base Atk +0; CMB +0; CMD 6 (10 vs. trip)

Feats Weapon Finesse

Skills Acrobatics +10, Climb +10, Stealth +14; **Racial**

Modifiers +8 Acrobatics

SPECIAL ABILITIES

The master of a lizard familiar gains a +3 bonus on Climb checks.

Improved Evasion (Ex): When subjected to an attack that normally allows a Reflex saving throw for half damage, a familiar takes no damage if it makes a successful saving throw and half damage even if the saving throw fails.

Share Spells: Seoni may cast a spell with a target of "You" on her familiar (as a touch spell) instead of on herself. Seoni may cast spells on her familiar even if the spells do not normally affect creatures of the familiar's type (magical beast).

Empathic Link (Su): The master has an empathic link with her familiar to a 1 mile distance. The master can communicate empathically with the familiar, but cannot see through its eyes. Because of the link's limited nature, only general emotions can be shared. The master has the same connection to an item or place that his familiar does.

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