

Seoni (1)

Female human (varisian) sorcerer 1 - CR 1/2

Lawful Neutral Humanoid (Human); Deity: **Pharasma**; Age: **18**; Height: **5' 4"**; Weight: **140lb**.

Ability	Score	Modifier	Temporary
STR STRENGTH	8	-1	
DEX DEXTERITY	14	+2	
CON CONSTITUTION	12	+1	
INT INTELLIGENCE	10	0	
WIS WISDOM	13	+1	
CHA CHARISMA	17	+3	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+1	=	+1				
REFLEX (DEXTERITY)	+2	=	+2				
WILL (WISDOM)	+3	=	+2	+1			

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 13	=		+2				+1	+3

Touch AC	Flat-Footed AC	BAB	Strength	Size	Misc
13	10				

CM Bonus	BAB	Strength	Size	Misc
-1	-	-1	-	-

CM Defense	BAB	Strength	Dexterity	Size
12	= 10	-	-1	+2

Base Attack	HP
+0	8

Initiative	Damage / Current HP
+2	

Speed
30 ft

Dagger

Main hand: **-1, 1d4-1**

Crit: 19-20/x2

Ranged: **+2, 1d4-1**

Rng: 10'
Light, P/S

Quarterstaff

Both hands: **-1, 1d6-1**

Crit: x2

Double: **-5 (Off: -9), 1d6-1/1d6-1**

Double, B, Monk



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+2	DEX (2)	-	
Appraise	+0	INT (0)	-	
Bluff	+7	CHA (3)	1	
Climb	+2	STR (-1)	-	
Diplomacy	+3	CHA (3)	-	
Disguise	+3	CHA (3)	-	
Escape Artist	+2	DEX (2)	-	
Fly	+2	DEX (2)	-	
Heal	+1	WIS (1)	-	
Intimidate	+3	CHA (3)	-	
Knowledge (planes)	+4	INT (0)	1	
Perception	+3	WIS (1)	-	
Ride	+2	DEX (2)	-	
Sense Motive	+3	WIS (1)	-	
Spellcraft	+4	INT (0)	1	
Stealth	+2	DEX (2)	-	
Survival	+1	WIS (1)	-	
Swim	-1	STR (-1)	-	

Feats

Alertness
Dodge
Eschew Materials
Simple Weapon Proficiency - All
Spell Focus (Evocation)

Special Abilities

Bloodline Arcana: Arcane (Ex)
Empathic Link with Familiar (Su)
Familiar Bonus: +3 to Climb checks
Share Spells with Familiar

Gear

Total Weight Carried: 21/80 lbs, Light Load
(Light: 26 lbs, Medium: 53 lbs, Heavy: 80 lbs)

Artisan's outfit (Free)	-
Backpack (10 @ 9.5 lbs)	2 lbs
Dagger	1 lb
Money	0.54 lbs
Quarterstaff	4 lbs
Smokestick <In: Backpack (10 @ 9.5 lbs)>	0.5 lbs
Sunrod x5 <In: Backpack (10 @ 9.5 lbs)>	1 lb
Tanglefoot bag	4 lbs
Trail rations x4 <In: Backpack (10 @ 9.5 lbs)>	1 lb

Tracked Resources

Dagger	<input type="checkbox"/>
Smokestick	<input type="checkbox"/>
Sunrod	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Tanglefoot bag	<input type="checkbox"/>
Trail rations	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Languages

Common

Varisian

Spells & Powers

Sorcerer spells known (CL 1st; concentration +4)

Melee Touch -1 Ranged Touch +2

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

0th (at will)—*acid splash*, *detect magic*, *flare* (DC 14),
read magic

Companions

Dragon

Male lizard (*Pathfinder RPG Bestiary* 131)

N Tiny magical beast (animal)

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

Defense

AC 15, touch 14, flat-footed 13 (+2 Dex, +1 natural, +2 size)

hp 4 (1d8-1)

Fort +1, Ref +4, Will +3

Offense

Speed 20 ft., climb 20 ft.

Melee bite +4 (1d4-4)

Space 2 ft.; **Reach** 0 ft.

Statistics

Str 3, **Dex** 15, **Con** 8, **Int** 6, **Wis** 12, **Cha** 2

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

Feats Weapon Finesse^B

Skills Acrobatics +10 (+6 to jump), Bluff -3, Climb +10, Knowledge (planes) -1, Spellcraft -1, Stealth +14; **Racial**

Modifiers +8 Acrobatics

SQ improved evasion

Experience & Wealth

Experience Points: **0/2000**

Current Cash: **27 gp**

Background

Seoni is something of an enigma—quietly neutral on lost matters, bound by codes and mandates she rarely feels compelled to explain, the beautiful sorcerer keeps her emotions tightly bottled. Extremely detail-oriented, Seoni is a careful and meticulous planner who frequently finds herself frustrated by the improvised plans of her more impulsive companions.

Sourcebooks Used

• **Inner Sea Races / Inner Sea World Guide** - Varisian (language)

Dragon



Male lizard - CL1 - CR 1/6

True Neutral Magical Beast ((Animal))

Ability	Score	Modifier	Temporary
STR STRENGTH	3	-4	
DEX DEXTERITY	15	+2	
CON CONSTITUTION	8	-1	
INT INTELLIGENCE	6	-2	
WIS WISDOM	12	+1	
CHA CHARISMA	2	-4	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+1	=	+2	-1			
REFLEX (DEXTERITY)	+4	=	+2	+2			
WILL (WISDOM)	+3	=	+2	+1			

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 15	=		+2	+2	+1			+5

Touch AC	Flat-Footed AC
14	13

CM Bonus	BAB	Dexterity	Size	Misc
+0	-	+2	-2	-

CM Defense	BAB	Strength	Dexterity	Size
6	= 10	-	-4	+2

Base Attack	+0	HP	4
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Initiative	Speed	Damage / Current HP
+2	20 ft	

Bite (Lizard)

Main hand: **+4, 1d4-4**

Crit: x2
Light, B/P/S

Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+10	DEX (2)	-	
Speed greater/less than 30 ft. : -4 to jump				
Appraise	-2	INT (-2)	-	
Bluff	-3	CHA (-4)	(1)	
Climb	+10	DEX (2)	-	
Diplomacy	-4	CHA (-4)	-	
Disguise	-4	CHA (-4)	-	
Escape Artist	+2	DEX (2)	-	
Fly	+6	DEX (2)	-	
Heal	+1	WIS (1)	-	
Intimidate	-4	CHA (-4)	-	
Knowledge (planes)	-1	INT (-2)	(1)	
Perception	+1	WIS (1)	-	
Ride	+2	DEX (2)	-	
Sense Motive	+1	WIS (1)	-	
Spellcraft	-1	INT (-2)	(1)	
Stealth	+14	DEX (2)	1	
Survival	+1	WIS (1)	-	
Swim	+2	DEX (2)	-	

Feats

Weapon Finesse

Special Abilities

Climbing (20 feet)
Improved Evasion (Ex)
Low-Light Vision

Gear

Total Weight Carried: 0/22.5 lbs, Light Load
(Light: 7.5 lbs, Medium: 15 lbs, Heavy: 22.5 lbs)
Money -

Experience & Wealth

Current Cash: **You have no money!**

Sourcebooks Used

- **Bestiary Familiars** - Lizard (race)

Seoni (11)



Female human (varisian) sorcerer 11 - CR 10

Lawful Neutral Humanoid (Human); Deity: **Pharasma**; Age: **18**; Height: **5' 4"**; Weight: **140lb.**

Ability	Score	Modifier	Temporary
STR STRENGTH	8	-1	
DEX DEXTERITY	14	+2	
CON CONSTITUTION	12	+1	
INT INTELLIGENCE	10	0	
WIS WISDOM	13	+1	
CHA CHARISMA	19/23	+4/+6	



Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+7	=	+3	+1	+3		
REFLEX (DEXTERITY)	+8	=	+3	+2	+3		
WILL (WISDOM)	+11	=	+7	+1	+3		

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 20	=		+2		+3	+4	+1	+10

Touch AC	Flat-Footed AC	BAB	Strength	Size	Misc
17	17				

CM Bonus	BAB	Strength	Size	Misc
+4	+5	-1	-	-

CM Defense	BAB	Strength	Dexterity	Size
21	= 10	+5	-1	+2

Base Attack	+5	HP	59
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Initiative	Damage / Current HP
+6	

Speed	30 ft
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Dagger

Main hand: **+4, 1d4-1** Crit: 19-20/x2
 Ranged: **+7, 1d4-1** Rng: 10'
 Light, P/S

Quarterstaff

Both hands: **+4, 1d6-1** Crit: x2
 Double: **+0 (Off: -4), 1d6-1/1d6-1** Double, B, Monk

Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+2	DEX (2)	-	
Appraise	+0	INT (0)	-	
Bluff	+20	CHA (6)	11	
Climb	+3	STR (-1)	1	
Diplomacy	+6	CHA (6)	-	
Disguise	+6	CHA (6)	-	
Escape Artist	+2	DEX (2)	-	
Fly	+2	DEX (2)	-	
Heal	+1	WIS (1)	-	
Intimidate	+6	CHA (6)	-	
Knowledge (planes)	+14	INT (0)	11	
Perception	+5	WIS (1)	2	
Ride	+2	DEX (2)	-	
Sense Motive	+4	WIS (1)	1	
Spellcraft	+14	INT (0)	11	
Stealth	+2	DEX (2)	-	
Survival	+1	WIS (1)	-	
Swim	-1	STR (-1)	-	

Feats

Alertness
 Combat Casting
 Dodge
 Enlarge Spell
 Eschew Materials
 Extend Spell
 Greater Spell Focus (Evocation)
 Improved Initiative
 Quicken Spell
 Simple Weapon Proficiency - All
 Spell Focus (Evocation)

Special Abilities

Bloodline Arcana: Arcane (Ex)
 Deliver Touch Spells Through Familiar (Su)
 Empathic Link with Familiar (Su)
 Familiar Bonus: +3 to Climb checks
 Metamagic Adept (3/day) (Ex)
 Share Spells with Familiar
 Speak with Animals (Ex)

Gear

Total Weight Carried: 23/80 lbs, Light Load
(Light: 26 lbs, Medium: 53 lbs, Heavy: 80 lbs)

Amulet of natural armor +3	-
Artisan's outfit (Free)	-
Backpack (10 @ 9.5 lbs)	2 lbs
Cloak of resistance +3	1 lb
Dagger	1 lb
Headband of alluring charisma +4	1 lb
Money <In: Storage>	16.28 lbs
Potion of cure moderate wounds x3	-
Quarterstaff	4 lbs
Ring of counterspells	-
Ring of protection +4	-
Scroll of fly (CL 5th)	-
Scroll of protection from energy (CL 4th)	-
Smokestick <In: Backpack (10 @ 9.5 lbs)>	0.5 lbs
Sunrod x5 <In: Backpack (10 @ 9.5 lbs)>	1 lb
Tanglefoot bag	4 lbs
Trail rations x4 <In: Backpack (10 @ 9.5 lbs)>	1 lb
Wand of magic missile	-

Special Abilities

Speak with Familiar (Ex)

Tracked Resources

Dagger	<input type="checkbox"/>
Metamagic Adept (3/day) (Ex)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Potion of cure moderate wounds	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Smokestick	<input type="checkbox"/>
Sunrod	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Tanglefoot bag	<input type="checkbox"/>
Trail rations	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Wand of magic missile	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Languages

Common

Varisian

Experience & Wealth

Experience Points: **155000/220000**

Current Cash: **814 gp**

Spells & Powers

Sorcerer spells known (CL 11th; concentration +17)

Melee Touch +4 Ranged Touch +7

5th (5/day)—*cone of cold* (DC 23), *overland flight*, *wall of force*

4th (7/day)—*charm monster* (DC 20), *dimension door*, *resilient sphere* (DC 22), *stoneskin*, *wall of fire*

3rd (7/day)—*dispel magic*, *displacement*, *haste*, *lightning bolt* (DC 21), *slow* (DC 19)

2nd (8/day)—*darkness*, *darkvision*, *glitterdust* (DC 18), *invisibility*, *scorching ray*, *web* (DC 18)

1st (8/day)—*burning hands* (DC 19), *enlarge person* (DC 17), *identify*, *mage armor*, *magic missile*, *shield*

0th (at will)—*acid splash*, *detect magic*, *disrupt undead*, *flare* (DC 18), *light*, *mage hand*, *mending*, *prestidigitation*, *read magic*

Companions

Dragon

Male lizard (*Pathfinder RPG Bestiary* 131)

N Tiny magical beast (animal)

Init +2; Senses low-light vision; Perception +6

Defense

AC 20, touch 14, flat-footed 18 (+2 Dex, +6 natural, +2 size)

hp 29 (1d8-1)

Fort +2, Ref +5, Will +8

SR 16

Offense

Speed 20 ft., climb 20 ft.

Melee bite +9 (1d4-4)

Space 2 ft.; **Reach** 0 ft.

Statistics

Str 3, **Dex** 15, **Con** 8, **Int** 11, **Wis** 12, **Cha** 2

Base Atk +5; **CMB** +5; **CMD** 11 (15 vs. trip)

Feats Weapon Finesse^B

Skills Acrobatics +14 (+10 to jump), Bluff +7, Climb +14, Knowledge (planes) +11, Perception +6, Sense

Motive +2, Spellcraft +11, Stealth +14, Swim +6; **Racial**

Modifiers +8 Acrobatics

Languages Common, Varisian

SQ improved evasion

Background

Seoni is something of an enigma—quietly neutral on lost matters, bound by codes and mandates she rarely feels compelled to explain, the beautiful sorcerer keeps her emotions tightly bottled. Extremely detail-oriented, Seoni is a careful and meticulous planner who frequently finds herself frustrated by the improvised plans of her more impulsive companions.

Sourcebooks Used

- **Inner Sea Races / Inner Sea World Guide** - Varisian (language)

Dragon



Male lizard - CL1 - CR 1/6

True Neutral Magical Beast ((Animal))

Ability	Score	Modifier	Temporary
STR STRENGTH	3	-4	
DEX DEXTERITY	15	+2	
CON CONSTITUTION	8	-1	
INT INTELLIGENCE	11	0	
WIS WISDOM	12	+1	
CHA CHARISMA	2	-4	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+2 =	+3	-1				
REFLEX (DEXTERITY)	+5 =	+3	+2				
WILL (WISDOM)	+8 =	+7	+1				

Spell Resistance (16)

	Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC	20 =			+2	+2	+6			+10

Touch AC 14 **Flat-Footed AC** 18

		BAB	Dexterity	Size	Misc
CM Bonus	+5 =	+5	+2	-2	-

		BAB	Strength	Dexterity	Size
CM Defense 15 vs. Trip	11 = 10	+5	-4	+2	-2

Base Attack +5 **HP** 29

		Damage / Current HP
Initiative	+2	
Speed	20 ft	

Bite (Lizard)

Main hand: +9, 1d4-4

Crit: x2
Light, B/P/S

Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+14	DEX (2)	1	
Speed greater/less than 30 ft. : -4 to jump				
Appraise	+0	INT (0)	-	
Bluff	+7	CHA (-4)	(11)	
Climb	+14	DEX (2)	1	
Diplomacy	-4	CHA (-4)	-	
Disguise	-4	CHA (-4)	-	
Escape Artist	+2	DEX (2)	-	
Fly	+6	DEX (2)	-	
Heal	+1	WIS (1)	-	
Intimidate	-4	CHA (-4)	-	
Knowledge (planes)	+11	INT (0)	(11)	
Perception	+6	WIS (1)	(2)	
Ride	+2	DEX (2)	-	
Sense Motive	+2	WIS (1)	(1)	
Spellcraft	+11	INT (0)	(11)	
Stealth	+14	DEX (2)	1	
Survival	+1	WIS (1)	-	
Swim	+6	DEX (2)	1	

Feats

Weapon Finesse

Special Abilities

Climbing (20 feet)
Improved Evasion (Ex)
Low-Light Vision

Gear

**Total Weight Carried: 0/22.5 lbs, Light Load
(Light: 7.5 lbs, Medium: 15 lbs, Heavy: 22.5 lbs)**

Money -

Languages

Common

Varisian

Sourcebooks Used

- **Bestiary Familiars** - Lizard (race)
- **Inner Sea Races / Inner Sea World Guide** - Varisian (language)

Experience & Wealth

Current Cash: **You have no money!**

Seoni (3)



Female human (varisian) sorcerer 3 - CR 2

Lawful Neutral Humanoid (Human); Deity: **Pharasma**; Age: **18**; Height: **5' 4"**; Weight: **140lb**.

Ability	Score	Modifier	Temporary
STR STRENGTH	8	-1	
DEX DEXTERITY	14	+2	
CON CONSTITUTION	12	+1	
INT INTELLIGENCE	10	0	
WIS WISDOM	13	+1	
CHA CHARISMA	17	+3	



Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+2 =	+1	+1				
REFLEX (DEXTERITY)	+3 =	+1	+2				
WILL (WISDOM)	+4 =	+3	+1				

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 14 =			+2		+1		+1	+4

Touch AC	Flat-Footed AC	BAB	Strength	Size	Misc
13	11				

CM Bonus	BAB	Strength	Size	Misc
+0 =	+1	-1	-	-

CM Defense	BAB	Strength	Dexterity	Size
13 = 10	+1	-1	+2	-

Base Attack	+1	HP	19
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Initiative	Damage / Current HP
+2	

Speed	30 ft
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Dagger

Main hand: **+0, 1d4-1** Crit: 19-20/x2
 Ranged: **+3, 1d4-1** Rng: 10'
 Light, P/S

Quarterstaff

Both hands: **+0, 1d6-1** Crit: x2
 Double: **-4 (Off: -8), 1d6-1/1d6-1** Double, B, Monk

Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+2	DEX (2)	-	
Appraise	+0	INT (0)	-	
Bluff	+9	CHA (3)	3	
Climb	+2	STR (-1)	-	
Diplomacy	+3	CHA (3)	-	
Disguise	+3	CHA (3)	-	
Escape Artist	+2	DEX (2)	-	
Fly	+2	DEX (2)	-	
Heal	+1	WIS (1)	-	
Intimidate	+3	CHA (3)	-	
Knowledge (planes)	+6	INT (0)	3	
Perception	+3	WIS (1)	-	
Ride	+2	DEX (2)	-	
Sense Motive	+3	WIS (1)	-	
Spellcraft	+6	INT (0)	3	
Stealth	+2	DEX (2)	-	
Survival	+1	WIS (1)	-	
Swim	-1	STR (-1)	-	

Feats

Alertness
 Dodge
 Eschew Materials
 Greater Spell Focus (Evocation)
 Simple Weapon Proficiency - All
 Spell Focus (Evocation)

Special Abilities

Bloodline Arcana: Arcane (Ex)
 Deliver Touch Spells Through Familiar (Su)
 Empathic Link with Familiar (Su)
 Familiar Bonus: +3 to Climb checks
 Metamagic Adept (1/day) (Ex)
 Share Spells with Familiar

Dragon



Male lizard - CL1 - CR 1/6

True Neutral Magical Beast ((Animal))

Ability	Score	Modifier	Temporary
STR STRENGTH	3	-4	
DEX DEXTERITY	15	+2	
CON CONSTITUTION	8	-1	
INT INTELLIGENCE	7	-2	
WIS WISDOM	12	+1	
CHA CHARISMA	2	-4	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+1 =	+2	-1				
REFLEX (DEXTERITY)	+4 =	+2	+2				
WILL (WISDOM)	+4 =	+3	+1				

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 16 =			+2	+2	+2			+6

Touch AC	Flat-Footed AC	BAB	Dexterity	Size	Misc
14	14				

CM Bonus	BAB	Strength	Dexterity	Size
+1 =	+1	+2	-2	-

CM Defense	BAB	Strength	Dexterity	Size
7 = 10	+1	-4	+2	-2

11 vs. Trip

Base Attack	+1	HP	9
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Initiative	Speed	Damage / Current HP
+2	20 ft	

Bite (Lizard)

Main hand: **+5, 1d4-4**

Crit: x2
Light, B/P/S

Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+10	DEX (2)	-	
Speed greater/less than 30 ft. : -4 to jump				
Appraise	-2	INT (-2)	-	
Bluff	-1	CHA (-4)	(3)	
Climb	+10	DEX (2)	-	
Diplomacy	-4	CHA (-4)	-	
Disguise	-4	CHA (-4)	-	
Escape Artist	+2	DEX (2)	-	
Fly	+6	DEX (2)	-	
Heal	+1	WIS (1)	-	
Intimidate	-4	CHA (-4)	-	
Knowledge (planes)	+1	INT (-2)	(3)	
Perception	+1	WIS (1)	-	
Ride	+2	DEX (2)	-	
Sense Motive	+1	WIS (1)	-	
Spellcraft	+1	INT (-2)	(3)	
Stealth	+14	DEX (2)	1	
Survival	+1	WIS (1)	-	
Swim	+2	DEX (2)	-	

Feats

Weapon Finesse

Special Abilities

Climbing (20 feet)
Improved Evasion (Ex)
Low-Light Vision

Gear

**Total Weight Carried: 0/22.5 lbs, Light Load
(Light: 7.5 lbs, Medium: 15 lbs, Heavy: 22.5 lbs)**

Money -

Experience & Wealth

Current Cash: **You have no money!**

Sourcebooks Used

- **Bestiary Familiars** - Lizard (race)

Seoni (5)



Female human (varisian) sorcerer 5 - CR 4

Lawful Neutral Humanoid (Human); Deity: **Pharasma**; Age: **18**; Height: **5' 4"**; Weight: **140lb**.

Ability	Score	Modifier	Temporary
STR STRENGTH	8	-1	
DEX DEXTERITY	14	+2	
CON CONSTITUTION	12	+1	
INT INTELLIGENCE	10	0	
WIS WISDOM	13	+1	
CHA CHARISMA	18/20	+4/+5	



Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+2	=	+1	+1			
REFLEX (DEXTERITY)	+3	=	+1	+2			
WILL (WISDOM)	+5	=	+4	+1			

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 15	=		+2		+1	+1	+1	+5

Touch AC	Flat-Footer AC
14	12

CM Bonus	BAB	Strength	Size	Misc
+1	=	+2	-1	-

CM Defense	BAB	Strength	Dexterity	Size
15	=	10	+2	-1
			+2	-

Base Attack	+2	HP	30
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Initiative	Damage / Current HP
+2	

Speed	30 ft
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Dagger

Main hand: **+1, 1d4-1** Crit: 19-20/x2
Rng: 10'
Ranged: **+4, 1d4-1** Light, P/S

Quarterstaff

Both hands: **+1, 1d6-1** Crit: x2
Double: **-3 (Off: -7), 1d6-1/1d6-1** Double, B, Monk

Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+2	DEX (2)	-	
Appraise	+0	INT (0)	-	
Bluff	+13	CHA (5)	5	
Climb	+2	STR (-1)	-	
Diplomacy	+5	CHA (5)	-	
Disguise	+5	CHA (5)	-	
Escape Artist	+2	DEX (2)	-	
Fly	+2	DEX (2)	-	
Heal	+1	WIS (1)	-	
Intimidate	+5	CHA (5)	-	
Knowledge (planes)	+8	INT (0)	5	
Perception	+3	WIS (1)	-	
Ride	+2	DEX (2)	-	
Sense Motive	+3	WIS (1)	-	
Spellcraft	+8	INT (0)	5	
Stealth	+2	DEX (2)	-	
Survival	+1	WIS (1)	-	
Swim	-1	STR (-1)	-	

Feats

Alertness
Dodge
Eschew Materials
Extend Spell
Greater Spell Focus (Evocation)
Simple Weapon Proficiency - All
Spell Focus (Evocation)

Special Abilities

Bloodline Arcana: Arcane (Ex)
Deliver Touch Spells Through Familiar (Su)
Empathic Link with Familiar (Su)
Familiar Bonus: +3 to Climb checks
Metamagic Adept (1/day) (Ex)
Share Spells with Familiar
Speak with Familiar (Ex)

Gear

Total Weight Carried: 22/80 lbs, Light Load
(Light: 26 lbs, Medium: 53 lbs, Heavy: 80 lbs)

Amulet of natural armor +1	-
Artisan's outfit (Free)	-
Backpack (14 @ 9.78 lbs)	2 lbs
Dagger	1 lb
Headband of alluring charisma +2	1 lb
Money <In: Backpack (14 @ 9.78 lbs)>	0.28 lbs
Potion of cure light wounds x3 <In: Backpack (14 @ 9.78 lbs)>	-
Quarterstaff	4 lbs
Ring of protection +1	-
Scroll of fireball	-
Scroll of fly (CL 5th)	-
Smokestick <In: Backpack (14 @ 9.78 lbs)>	0.5 lbs
Sunrod x5 <In: Backpack (14 @ 9.78 lbs)>	1 lb
Tanglefoot bag	4 lbs
Trail rations x4 <In: Backpack (14 @ 9.78 lbs)>	1 lb
Wand of magic missile	-

Tracked Resources

Dagger	<input type="checkbox"/>
Metamagic Adept (1/day) (Ex)	<input type="checkbox"/>
Potion of cure light wounds	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Smokestick	<input type="checkbox"/>
Sunrod	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Tanglefoot bag	<input type="checkbox"/>
Trail rations	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Wand of magic missile	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Languages

Common

Varisian

Spells & Powers

Sorcerer spells known (CL 5th; concentration +10)
Melee Touch +1 Ranged Touch +4
2nd (5/day)—*invisibility, scorching ray, web* (DC 17)
1st (8/day)—*burning hands* (DC 18), *identify, mage armor, magic missile, shield*
0th (at will)—*acid splash, detect magic, disrupt undead, flare* (DC 17), *light, read magic*

Experience & Wealth

Experience Points: **15000/23000**
Current Cash: **14 gp**

Companions

Dragon

Male lizard (*Pathfinder RPG Bestiary* 131)

N Tiny magical beast (animal)

Init +2; **Senses** low-light vision; Perception +5

Defense

AC 17, touch 14, flat-footed 15 (+2 Dex, +3 natural, +2 size)

hp 15 (1d8-1)

Fort +1, **Ref** +4, **Will** +5

Offense

Speed 20 ft., climb 20 ft.

Melee bite +6 (1d4-4)

Space 2 ft.; **Reach** 0 ft.

Statistics

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

Base Atk +2; **CMB** +2; **CMD** 8 (12 vs. trip)

Feats Weapon Finesse^B

Skills Acrobatics +10 (+6 to jump), Bluff +1, Climb +10, Knowledge (planes) +4, Perception +5, Spellcraft +4, Stealth +14; **Racial Modifiers** +8 Acrobatics

SQ improved evasion

Background

Seoni is something of an enigma—quietly neutral on lost matters, bound by codes and mandates she rarely feels compelled to explain, the beautiful sorcerer keeps her emotions tightly bottled. Extremely detail-oriented, Seoni is a careful and meticulous planner who frequently finds herself frustrated by the improvised plans of her more impulsive companions.

Sourcebooks Used

• **Inner Sea Races / Inner Sea World Guide** - Varisian (language)

Dragon



Male lizard - CL1 - CR 1/6

True Neutral Magical Beast ((Animal))

Ability	Score	Modifier	Temporary
STR STRENGTH	3	-4	
DEX DEXTERITY	15	+2	
CON CONSTITUTION	8	-1	
INT INTELLIGENCE	8	-1	
WIS WISDOM	12	+1	
CHA CHARISMA	2	-4	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+1	=	+2	-1			
REFLEX (DEXTERITY)	+4	=	+2	+2			
WILL (WISDOM)	+5	=	+4	+1			

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 17	=		+2	+2	+3			+7

Touch AC	Flat-Footed AC
14	15

CM Bonus	BAB	Dexterity	Size	Misc
+2	+2	+2	-2	-

CM Defense	BAB	Strength	Dexterity	Size
8	= 10	+2	-4	+2

12 vs. Trip

Base Attack	+2	HP	15
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Initiative	Speed	Damage / Current HP
+2	20 ft	

Bite (Lizard)

Main hand: +6, 1d4-4

Crit: x2
Light, B/P/S

Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+10	DEX (2)	-	
Speed greater/less than 30 ft. : -4 to jump				
Appraise	-1	INT (-1)	-	
Bluff	+1	CHA (-4)	(5)	
Climb	+10	DEX (2)	-	
Diplomacy	-4	CHA (-4)	-	
Disguise	-4	CHA (-4)	-	
Escape Artist	+2	DEX (2)	-	
Fly	+6	DEX (2)	-	
Heal	+1	WIS (1)	-	
Intimidate	-4	CHA (-4)	-	
Knowledge (planes)	+4	INT (-1)	(5)	
Perception	+5	WIS (1)	1	
Ride	+2	DEX (2)	-	
Sense Motive	+1	WIS (1)	-	
Spellcraft	+4	INT (-1)	(5)	
Stealth	+14	DEX (2)	1	
Survival	+1	WIS (1)	-	
Swim	+2	DEX (2)	-	

Feats

Weapon Finesse

Special Abilities

Climbing (20 feet)
Improved Evasion (Ex)
Low-Light Vision

Gear

Total Weight Carried: 0/22.5 lbs, Light Load
(Light: 7.5 lbs, Medium: 15 lbs, Heavy: 22.5 lbs)
Money -

Experience & Wealth

Current Cash: **You have no money!**

Sourcebooks Used

- **Bestiary Familiars** - Lizard (race)

Seoni (7)



Female human (varisian) sorcerer 7 - CR 6

Lawful Neutral Humanoid (Human); Deity: **Pharasma**; Age: **18**; Height: **5' 4"**; Weight: **140lb**.

Ability	Score	Modifier	Temporary
STR STRENGTH	8	-1	
DEX DEXTERITY	14	+2	
CON CONSTITUTION	12	+1	
INT INTELLIGENCE	10	0	
WIS WISDOM	13	+1	
CHA CHARISMA	18/20	+4/+5	



Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+3	=	+2	+1			
REFLEX (DEXTERITY)	+4	=	+2	+2			
WILL (WISDOM)	+6	=	+5	+1			

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 17	=		+2		+2	+2	+1	+7

Touch AC	Flat-Footed AC	BAB	Strength	Size	Misc
15	14				

CM Bonus	BAB	Strength	Size	Misc
+2	+3	-1	-	-

CM Defense	BAB	Strength	Dexterity	Size
17	= 10	+3	-1	+2

Base Attack	+3	HP	41
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Initiative	Damage / Current HP
+6	

Speed	30 ft
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Dagger

Main hand: **+2, 1d4-1** Crit: 19-20/x2
Rng: 10'
Ranged: **+5, 1d4-1** Light, P/S

Quarterstaff

Both hands: **+2, 1d6-1** Crit: x2
Double: **-2 (Off: -6), 1d6-1/1d6-1** Double, B, Monk

Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+2	DEX (2)	-	
Appraise	+0	INT (0)	-	
Bluff	+15	CHA (5)	7	
Climb	+2	STR (-1)	-	
Diplomacy	+5	CHA (5)	-	
Disguise	+5	CHA (5)	-	
Escape Artist	+2	DEX (2)	-	
Fly	+2	DEX (2)	-	
Heal	+1	WIS (1)	-	
Intimidate	+5	CHA (5)	-	
Knowledge (planes)	+10	INT (0)	7	
Perception	+3	WIS (1)	-	
Ride	+2	DEX (2)	-	
Sense Motive	+3	WIS (1)	-	
Spellcraft	+10	INT (0)	7	
Stealth	+2	DEX (2)	-	
Survival	+1	WIS (1)	-	
Swim	-1	STR (-1)	-	

Feats

Alertness
Combat Casting
Dodge
Eschew Materials
Extend Spell
Greater Spell Focus (Evocation)
Improved Initiative
Simple Weapon Proficiency - All
Spell Focus (Evocation)

Special Abilities

Bloodline Arcana: Arcane (Ex)
Deliver Touch Spells Through Familiar (Su)
Empathic Link with Familiar (Su)
Familiar Bonus: +3 to Climb checks
Metamagic Adept (2/day) (Ex)
Share Spells with Familiar
Speak with Animals (Ex)
Speak with Familiar (Ex)

Gear

Total Weight Carried: 22/80 lbs, Light Load
(Light: 26 lbs, Medium: 53 lbs, Heavy: 80 lbs)

Amulet of natural armor +2	-
Artisan's outfit (Free)	-
Backpack (14 @ 9.78 lbs)	2 lbs
Dagger	1 lb
Headband of alluring charisma +2	1 lb
Money <In: Backpack (14 @ 9.78 lbs)>	0.28 lbs
Potion of cure light wounds x3 <In: Backpack (14 @ 9.78	-
Quarterstaff	4 lbs
Ring of protection +2	-
Scroll of fireball	-
Scroll of fly (CL 5th)	-
Smokestick <In: Backpack (14 @ 9.78 lbs)>	0.5 lbs
Sunrod x5 <In: Backpack (14 @ 9.78 lbs)>	1 lb
Tanglefoot bag	4 lbs
Trail rations x4 <In: Backpack (14 @ 9.78 lbs)>	1 lb
Wand of magic missile	-

Tracked Resources

Dagger	<input type="checkbox"/>
Metamagic Adept (2/day) (Ex)	<input type="checkbox"/> <input type="checkbox"/>
Potion of cure light wounds	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Smokestick	<input type="checkbox"/>
Sunrod	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Tanglefoot bag	<input type="checkbox"/>
Trail rations	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Wand of magic missile	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Languages

Common

Varisian

Spells & Powers

Sorcerer spells known (CL 7th; concentration +12)
Melee Touch +2 Ranged Touch +5
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*
0th (at will)—*acid splash*, *detect magic*, *disrupt undead*, *flare* (DC 17), *light*, *prestidigitation*, *read magic*

Experience & Wealth

Experience Points: **35000/51000**
 Current Cash: **14 gp**

Companions

Dragon

Male lizard (*Pathfinder RPG Bestiary* 131)
 N Tiny magical beast (animal)
Init +2; Senses low-light vision; Perception +5

Defense

AC 18, touch 14, flat-footed 16 (+2 Dex, +4 natural, +2 size)

hp 20 (1d8-1)

Fort +1, Ref +4, Will +6

Offense

Speed 20 ft., climb 20 ft.

Melee bite +7 (1d4-4)

Space 2 ft.; **Reach** 0 ft.

Statistics

Str 3, **Dex** 15, **Con** 8, **Int** 9, **Wis** 12, **Cha** 2

Base Atk +3; **CMB** +3; **CMD** 9 (13 vs. trip)

Feats Weapon Finesse^B

Skills Acrobatics +10 (+6 to jump), Bluff +3, Climb +14, Knowledge (planes) +6, Perception +5, Spellcraft +6, Stealth +14; **Racial Modifiers** +8 Acrobatics

Languages Common

SQ improved evasion

Background

Seoni is something of an enigma—quietly neutral on lost matters, bound by codes and mandates she rarely feels compelled to explain, the beautiful sorcerer keeps her emotions tightly bottled. Extremely detail-oriented, Seoni is a careful and meticulous planner who frequently finds herself frustrated by the improvised plans of her more impulsive companions.

Sourcebooks Used

- **Inner Sea Races / Inner Sea World Guide** - Varisian (language)

Dragon



Male lizard - CL1 - CR 1/6

True Neutral Magical Beast ((Animal))

Ability	Score	Modifier	Temporary
STR STRENGTH	3	-4	
DEX DEXTERITY	15	+2	
CON CONSTITUTION	8	-1	
INT INTELLIGENCE	9	-1	
WIS WISDOM	12	+1	
CHA CHARISMA	2	-4	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+1	=	+2	-1			
REFLEX (DEXTERITY)	+4	=	+2	+2			
WILL (WISDOM)	+6	=	+5	+1			

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 18	=		+2	+2	+4			+8

Touch AC	Flat-Footed AC
14	16

CM Bonus	BAB	Dexterity	Size	Misc
+3	+3	+2	-2	-

CM Defense	BAB	Strength	Dexterity	Size
9	= 10	+3	-4	+2

Base Attack	+3	HP	20
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Initiative	Speed	Damage / Current HP
+2	20 ft	

Bite (Lizard)

Main hand: +7, 1d4-4

Crit: x2
Light, B/P/S

Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+10	DEX (2)	-	
Speed greater/less than 30 ft. : -4 to jump				
Appraise	-1	INT (-1)	-	
Bluff	+3	CHA (-4)	(7)	
Climb	+14	DEX (2)	1	
Diplomacy	-4	CHA (-4)	-	
Disguise	-4	CHA (-4)	-	
Escape Artist	+2	DEX (2)	-	
Fly	+6	DEX (2)	-	
Heal	+1	WIS (1)	-	
Intimidate	-4	CHA (-4)	-	
Knowledge (planes)	+6	INT (-1)	(7)	
Perception	+5	WIS (1)	1	
Ride	+2	DEX (2)	-	
Sense Motive	+1	WIS (1)	-	
Spellcraft	+6	INT (-1)	(7)	
Stealth	+14	DEX (2)	1	
Survival	+1	WIS (1)	-	
Swim	+2	DEX (2)	-	

Feats

Weapon Finesse

Special Abilities

Climbing (20 feet)
Improved Evasion (Ex)
Low-Light Vision

Gear

Total Weight Carried: 0/22.5 lbs, Light Load
(Light: 7.5 lbs, Medium: 15 lbs, Heavy: 22.5 lbs)

Money -

Languages

Common

Sourcebooks Used

- **Bestiary Familiars** - Lizard (race)

Experience & Wealth

Current Cash: **You have no money!**

Seoni (9)

Female human (varisian) sorcerer 9 - CR 8

Lawful Neutral Humanoid (Human); Deity: **Pharasma**; Age: **18**; Height: **5' 4"**; Weight: **140lb**.

Ability	Score	Modifier	Temporary
STR STRENGTH	8	-1	
DEX DEXTERITY	14	+2	
CON CONSTITUTION	12	+1	
INT INTELLIGENCE	10	0	
WIS WISDOM	13	+1	
CHA CHARISMA	19/21	+4/+5	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+7	=	+3	+1	+3		
REFLEX (DEXTERITY)	+8	=	+3	+2	+3		
WILL (WISDOM)	+10	=	+6	+1	+3		

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 18	=		+2		+3	+2	+1	+8

Touch AC	Flat-Footed AC
15	15

CM Bonus	BAB	Strength	Size	Misc
+3	=	+4	-1	-

CM Defense	BAB	Strength	Dexterity	Size
18	=	10	+4	-1

Base Attack	HP
+4	50

Initiative	Damage / Current HP
+6	

Speed
30 ft

Dagger

Main hand: **+3, 1d4-1**

Crit: 19-20/x2

Rng: 10'

Ranged: **+6, 1d4-1**

Light, P/S

Quarterstaff

Both hands: **+3, 1d6-1**

Crit: x2

Double: **-1 (Off: -5), 1d6-1/1d6-1**

Double, B, Monk



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+2	DEX (2)	-	
Appraise	+0	INT (0)	-	
Bluff	+16	CHA (5)	8	
Climb	+3	STR (-1)	1	
Diplomacy	+5	CHA (5)	-	
Disguise	+5	CHA (5)	-	
Escape Artist	+2	DEX (2)	-	
Fly	+2	DEX (2)	-	
Heal	+1	WIS (1)	-	
Intimidate	+5	CHA (5)	-	
Knowledge (planes)	+11	INT (0)	8	
Perception	+5	WIS (1)	2	
Ride	+2	DEX (2)	-	
Sense Motive	+4	WIS (1)	1	
Spellcraft	+12	INT (0)	9	
Stealth	+2	DEX (2)	-	
Survival	+1	WIS (1)	-	
Swim	-1	STR (-1)	-	

Feats

Alertness
 Combat Casting
 Dodge
 Enlarge Spell
 Eschew Materials
 Extend Spell
 Greater Spell Focus (Evocation)
 Improved Initiative
 Simple Weapon Proficiency - All
 Spell Focus (Evocation)

Special Abilities

Bloodline Arcana: Arcane (Ex)
 Deliver Touch Spells Through Familiar (Su)
 Empathic Link with Familiar (Su)
 Familiar Bonus: +3 to Climb checks
 Metamagic Adept (2/day) (Ex)
 Share Spells with Familiar
 Speak with Animals (Ex)
 Speak with Familiar (Ex)

Gear

Total Weight Carried: 23/80 lbs, Light Load
(Light: 26 lbs, Medium: 53 lbs, Heavy: 80 lbs)

Amulet of natural armor +3	-
Artisan's outfit (Free)	-
Backpack (13 @ 9.5 lbs)	2 lbs
Cloak of resistance +3	1 lb
Dagger	1 lb
Headband of alluring charisma +2	1 lb
Money <In: Storage>	16.28 lbs
Potion of cure light wounds x3 <In: Backpack (13 @ 9.5 lbs)>	-
Potion of cure moderate wounds x3	-
Quarterstaff	4 lbs
Ring of counterspells	-
Ring of protection +2	-
Scroll of fireball	-
Scroll of fly (CL 5th)	-
Scroll of protection from energy (CL 4th)	-
Smokestick <In: Backpack (13 @ 9.5 lbs)>	0.5 lbs
Sunrod x5 <In: Backpack (13 @ 9.5 lbs)>	1 lb
Tanglefoot bag	4 lbs
Trail rations x4 <In: Backpack (13 @ 9.5 lbs)>	1 lb
Wand of magic missile	-

Tracked Resources

Dagger	<input type="checkbox"/>
Metamagic Adept (2/day) (Ex)	<input type="checkbox"/>
Potion of cure light wounds	<input type="checkbox"/>
Potion of cure moderate wounds	<input type="checkbox"/>
Smokestick	<input type="checkbox"/>
Sunrod	<input type="checkbox"/>
Tanglefoot bag	<input type="checkbox"/>
Trail rations	<input type="checkbox"/>
Wand of magic missile	<input type="checkbox"/>

Languages

Common

Varisian

Spells & Powers

Sorcerer spells known (CL 9th; concentration +14)
Melee Touch +3 Ranged Touch +6
4th (5/day)—*charm monster* (DC 19), *dimension door*, *resilient sphere* (DC 21), *wall of fire*
3rd (7/day)—*dispel magic*, *displacement*, *haste*, *lightning bolt* (DC 20)
2nd (7/day)—*darkvision*, *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*
0th (at will)—*acid splash*, *detect magic*, *disrupt undead*, *flare* (DC 17), *light*, *mage hand*, *prestidigitation*, *read magic*

Experience & Wealth

Experience Points: **75000/105000**
 Current Cash: **814 gp**

Companions

Dragon

Male lizard (*Pathfinder RPG Bestiary* 131)
 N Tiny magical beast (animal)
Init +2; Senses low-light vision; Perception +6

Defense

AC 19, touch 14, flat-footed 17 (+2 Dex, +5 natural, +2 size)
hp 25 (1d8-1)
Fort +2, Ref +5, Will +7

Offense

Speed 20 ft., climb 20 ft.
Melee bite +8 (1d4-4)
Space 2 ft.; **Reach** 0 ft.

Statistics

Str 3, **Dex** 15, **Con** 8, **Int** 10, **Wis** 12, **Cha** 2
Base Atk +4; **CMB** +4; **CMD** 10 (14 vs. trip)
Feats Weapon Finesse^B
Skills Acrobatics +10 (+6 to jump), Bluff +4, Climb +14, Knowledge (planes) +8, Perception +6, Sense Motive +2, Spellcraft +9, Stealth +14, Swim +6; **Racial**
Modifiers +8 Acrobatics
Languages Common, Varisian
SQ improved evasion

Background

Seoni is something of an enigma—quietly neutral on lost matters, bound by codes and mandates she rarely feels compelled to explain, the beautiful sorcerer keeps her emotions tightly bottled. Extremely detail-oriented, Seoni is a careful and meticulous planner who frequently finds herself frustrated by the improvised plans of her more impulsive companions.

Sourcebooks Used

• **Inner Sea Races / Inner Sea World Guide** - Varisian (language)

Dragon



Male lizard - CL1 - CR 1/6

True Neutral Magical Beast ((Animal))

Ability	Score	Modifier	Temporary
STR STRENGTH	3	-4	
DEX DEXTERITY	15	+2	
CON CONSTITUTION	8	-1	
INT INTELLIGENCE	10	0	
WIS WISDOM	12	+1	
CHA CHARISMA	2	-4	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+2 =	+3	-1				
REFLEX (DEXTERITY)	+5 =	+3	+2				
WILL (WISDOM)	+7 =	+6	+1				

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 19 =			+2	+2	+5			+9

Touch AC	Flat-Footed AC
14	17

CM Bonus	BAB	Dexterity	Size	Misc
+4 =	+4	+2	-2	-

CM Defense	BAB	Strength	Dexterity	Size
10 = 10	+4	-4	+2	-2

Base Attack	+4	HP	25
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Initiative	Speed	Damage / Current HP
+2	20 ft	

Bite (Lizard)

Main hand: **+8, 1d4-4**

Crit: x2
Light, B/P/S

Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+10	DEX (2)	-	
Speed greater/less than 30 ft. : -4 to jump				
Appraise	+0	INT (0)	-	
Bluff	+4	CHA (-4)	(8)	
Climb	+14	DEX (2)	1	
Diplomacy	-4	CHA (-4)	-	
Disguise	-4	CHA (-4)	-	
Escape Artist	+2	DEX (2)	-	
Fly	+6	DEX (2)	-	
Heal	+1	WIS (1)	-	
Intimidate	-4	CHA (-4)	-	
Knowledge (planes)	+8	INT (0)	(8)	
Perception	+6	WIS (1)	(2)	
Ride	+2	DEX (2)	-	
Sense Motive	+2	WIS (1)	(1)	
Spellcraft	+9	INT (0)	(9)	
Stealth	+14	DEX (2)	1	
Survival	+1	WIS (1)	-	
Swim	+6	DEX (2)	1	

Feats

Weapon Finesse

Special Abilities

Climbing (20 feet)
Improved Evasion (Ex)
Low-Light Vision

Gear

**Total Weight Carried: 0/22.5 lbs, Light Load
(Light: 7.5 lbs, Medium: 15 lbs, Heavy: 22.5 lbs)**

Money -

Languages

Common

Varisian

Sourcebooks Used

- **Bestiary Familiars** - Lizard (race)
- **Inner Sea Races / Inner Sea World Guide** - Varisian (language)

Experience & Wealth

Current Cash: **You have no money!**