TALI CR 10

XP 9,600

Female pixie sorcerer 8

NG Small fey

Init +12; **Senses** low-light vision; Perception +16

DEFENSE

AC 23, touch 21, flat-footed 14 (+1 deflection, +8 Dex, +1 dodge, +2 natural, +1 size)

hp 86 (12d6+44)

Fort +5, Ref +14, Will +11

Defensive Abilities invisibility; **DR** 10/cold iron; **SR** 21

OFFENSE

Speed 20 ft., fly 60 ft. (good)

Melee masterwork short sword +16 (1d4–1/19–20)

Ranged masterwork longbow +16 (1d6–1/×3)

Special Attacks special arrows

Bloodline Spell-like Abilities (CL 8th)

10/day—laughing touch

Spell-Like Abilities (CL 8th)

Constant—detect chaos, detect evil, detect good, detect law

1/day—dancing lights, detect thoughts (DC 19), dispel magic, entangle (DC 18), lesser confusion (DC 18), permanent image (DC 23; visual and auditory elements only), shield

Sorcerer Spells Known (CL 8th)

4th (4/day)—confusion (DC 23)

3rd (7/day)—beast shape I, deep slumber (DC 22), suggestion (DC 22)

2nd (8/day)—alter self, blur, daze monster (DC 21), hideous laughter (DC 21), misdirection, whispering wind

1st (8/day)—charm person (DC 18), entangle (DC 18),

hypnotism (DC 20), mage armor, unseen servant, ventriloquism (DC 18)

0 (at will)—arcane mark, dancing lights, detect magic, detect poison, ghost sound (DC 17), mage hand, message, prestidigitation

Bloodline fey

STATISTICS

Str 9, Dex 27, Con 14, Int 16, Wis 13, Cha 24

Base Atk +6; CMB +4; CMD 24

Feats Dodge, Eschew Materials, Expanded Arcana (*alter self*, *whispering wind*), Improved Initiative, Point Blank Shot, Precise Shot, Toughness, Weapon Finesse

Skills Acrobatics +23, Bluff +22, Escape Artist +23, Fly +21, Knowledge (nature) +10, Perception +16, Sense Motive +8, Stealth +27, Use Magic Device +14

Languages Common, Sylvan

SQ bloodline arcana, cantrips, woodland stride **Gear** amulet of natural armor +1, belt of incredible dexterity +2, headband of alluring charisma +2, masterwork longbow, masterwork short sword, ring of protection +1