

Discussion Thread located on the Paizo Advice board:

<http://paizo.com/threads/rzs2pg6m?The-MiniGuide-to-the-Soracle>

This is a Sorcerer build coupled with a one level dip into Oracle to capitalize on the Awesome Display revelation. The goal is a highly mobile crowd control specialist focusing on illusion (pattern) spells, and conjuration to lock down, trap, and move enemies using a variety of methods. The control spells target all three save types, and attempt to nullify the viability of Reflex saves through the use of multiple attacks, spells, and combat maneuvers. The three most important goals of this build are (1) Action Economy, (2) Versatility, and (3) Control.

Illusion Spells are coupled with Awesome Display and Effortless Trickery, where appropriate, to nullify even high HD creatures with weak will saves.

Combat maneuvers coupled with Create Pit spells are coupled to remove the ability to save v. the fall into the pits created to target creatures with weak CMD and/or reflex saves.

Standard spell tactics, such as Lipstitch and black tentacles are employed to deal the low CMD or weak Fort save enemies, such as casters.

Note: Weak is a relative term. It is used to indicate which tactic to use when dealing with a specific type of enemy. For example:

10 base +1 gnome +1 spell level +5 Charisma = 17

A level 1 Cleric with 18 wis will have:

2+4 = +6 will save. You succeed 60% of the time, even against this high will save, and this is the "weak" tactic (also the only one available at level 1)

Action economy are maximized by minimizing the size and weight of the character and the use of specific Animal Companion tricks and tactics.

This is a work in progress. I wrote it up originally just for me. Then I thought I would share because my mom says sharing is good. More information will be added as I have time to consider more and more feats. As is, I am quite busy with real life, so this alone took far too long. It is not my goal now, nor will it ever likely be, to cover every spell, feat, trait, and animal companion added to the game. Those items I think are traps, or extraordinarily good will be added and updated as I can though.

Before I begin, I want to send out special thanks to a large group of people I have never met:

1) Treantmonk wrote the first guide I ever laid eyes on. Specifically his amazing guide to Bards.

<http://www.d20pfsrd.com/extras/community-creations/treatmonks-lab>

2) Bodhi. I am just a huge fan of his layout, insight, and common sense build information included in each sample. His short and sweet examples are the basis for the formation of this particular mini-guide.

<https://docs.google.com/file/d/0B9vv1a7v3y5BT1dKLUZ0Qmh4Vmc/edit>

3) A minstrel, for his guide to God's Hot Sister.

https://docs.google.com/document/edit?id=1XRNMhW8ZVJKmgOGcDdF1W-E-Ualj0H9wPVxK_BgSY2s

4) Dazaras for the fine work in compiling all the information from other guides, and adding an immense amount of new material to said guides in one clean, neat, and easy to use document. Great work!

<https://docs.google.com/document/d/13MRfgZWIAakfd06JnboqbK6xNdb2Ht63dYqVg2kpGiI/edit>

5) Cartmanbeck for not just his work on his great sorcerer guide, but also for his amazing work on the races guide.

Sorcerer: https://docs.google.com/document/pub?id=14idaW3mxJ7YL0yVCcBEsKd6H_5KbL8SteXTk0PUk4E0

Race: <https://docs.google.com/document/pub?id=1XvXoXHILBk6bdi-8es4r-FDLiaEGnM9YTW6hMI5kuQ>

The above works are amazingly well thought out and should be read and reread for their fine application of game theory to real builds, and for the general information they provide.

This guide provides information based on a level 12 cap. This is a Sorcerer 11, Oracle 1 Build. So some skills that would normally be rated higher or lower for either individual class are shifted on account of the needs for this specific build. Likewise with Feats. For example, this build has a maximum of 5th level spells. Thus, even though Quicken Spell is amazing and phenomenal in every respect, it isn't even considered, because you cannot cast 6th level spells. This also assumes starting at level 1. If you start at level 7, then the Medium sized races no longer have a problem with taking 6 levels of no flight. This would bump all the medium sized races up to Blue, for Human, and Green for the half-human races.

This build guide focuses on three main goals:

- 1) Control via Illusions.
- 2) Control via Conjuraction
- 3) Control via Action Economy, gained through extraordinary movement at level 1.

So, why not just go Heavens Oracle? What is so special about the Animal Companion that makes it worth the effort?

First, a quick examination of Non-Combat Trained Mounts.

If you have a non-combat trained mount, it is skittish in combat and requires a move action (DC 20) ride check to control in combat. If you fail, this just became your full round action.

Aha! Now you see why a combat trained mount is essential compared to a generic mount. So why not buy a warhorse?

Area of effect spells and abilities are relatively common. Your mount will be taking damage. A heavy warhorse has 19 HP and a Con of 15. It can soak up 34 HP, then it is gone. The horse also has relatively low saves at the mid levels, because it is a 2HD creature that does not advance with you. They also cost 300gp each. If you lose your warhorse 10 times over the course of the game, you just missed out on getting yourself a really nice piece of gear.

Your Animal Companion will scale with your level, eventually gaining more and more power, as detailed below. Should you lose your Animal Companion, you get another, at no expense. (You do have to spend 24 hours in the kind of environment where you would normally expect to find such a creature, in PFS there is infinite time between campaigns, so this is not difficult to deal with.)

Mounted Combat and you:

Guide With Knees: Ride (DC5) You guide your mount with your knees as a free action. It uses its move, you retain your own move.

Fight with a Combat-Trained Mount: Ride (DC 10) your mount attacks the target. Free action for you, preserving your action for more interesting things.

Cover: Ride (DC 15) **Immediate** action, you use your mount as cover (+4 AC). Move action to get back on top of your mount.

You can also cast spells as your companion moves, somewhat akin to spring attack, with a DC 10+spell level Concentration Check. With a level 1 spell like Color Spray, and a Level 1 Cha of 20 (+5 Mod) and Caster Level 1, you succeed on a 5+, 75% of the time (should you need such a tactic). Once you have practiced this a bit, and get Spellguard Bracers (recommended below) you gain +2 to concentration, AND you get to roll twice, taking the better result. Assuming you try this stunt at level 5, when you should have said gloves and your first headband, the DC will still be 11 or 12 and you will have 6 Cha Mod, +2 Concentration, + Caster Level of 4 = 12, automatic success for level 1 and level 2 spells.

As you can see, the overall goal is control. Being a Sorcerer, there are many avenues to take to reach any of these, but this is an attempt to do all three with devastating efficiency, starting as early as possible.

The Stats:

Cha > Dex > Con > Int > Wis > Str

Charisma is extraordinarily important to this build. Unlike some sorcerers who get by with an 18-19, you need a 20. To that end, you will need to dump some stats heavily, such as Strength. Dex and Con are the most important secondary stats, and I would recommend the following array:

7 Str, 14 Dex, 12 Con, 12 Int, 8 Wis, 18 Cha on a 20 point buy, before you apply racial modifiers.

But why build this cross class monstrosity? Why not just build a sorcerer, or why not just build the heavens oracle?

- 1) The Oracle of Heavens will not get an animal companion, or the ability to fly 80' at level 1.
- 2) Sorcerer will not get the Awesome Display feature, which radically (putting it mildly) increases the power of illusions.

As Treantmonk pointed out in his guide on the Malconvoker, http://community.wizards.com/go/thread/view/75882/19872758/Mastering_the_Malconvoker, sometimes the benefit you stand to gain make the loss of a caster level worth it. This build gets you flight from level one on. It gets you the ability to cast truly mind bogglingly powerful illusions, and it gets you an animal companion exactly on par with that of a druid at the same level.

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The Races:

If you do not get a bump to Charisma, the race is not considered. Oddly, this is perhaps the first guide ever to give some ratings, so bear with me.

Gnome: This race has everything needed for this build. First, it gets a bump to two of the main stats needed on this build (Con and Cha), its penalty is to your dump stat (Str) and it gets +1 to the DC of all illusions. If you were playing a human, you would buy the Spell Focus Illusion, this is a free version that happens to stack with the aforementioned feat. This is also a small sized race, essential to the build. As if all the preceding were not enough, the gnome also gets access to Darkvision, and extra languages when putting ranks into linguistics, and bonuses to Diplomacy and Bluff.

The Gnome is the only blue rated race for this build.

Halfling: This race *almost* has everything you want as well. It gains Charisma, and Dexterity at the cost of Strength. It also has the benefits of being small sized, and actually weighs less than a gnome. Halflings get some amazingly helpful bonuses, such as an optional 30' movement race (amazingly useful on small sized characters) as well as bonuses to Perception (the most rolled skill in the game) and a host of abilities to help you go unnoticed. The Gnome is still better for the reasons outlined above, so this race, although

close, does not mesh with the build well enough to get a blue rating.

Humans: What? Humans are not blue for a build? What gives!? Well, humans are not small sized, and small size is key. Humans get extra feat and extra skills both of which are necessary for this builds goals, as well as a floating bonus to any stat, Charisma. This build will come into its own at level 7, so if you are starting a late game campaign, bump the race to blue. If not, it is decidedly orange. You could, feasibly, use a wand of Enlarge person, or learn the spell and cast it frequently to make up for the lack of size, but now you are consuming vast resources that are better spent elsewhere.

Half-_____/Assimar/Tiefling of the Charisma varieties: All of these races are lesser versions of the Human, with some decided disadvantages and advantages over the same. Perception bonuses, and various sensory bonuses are nice, but many of them are not worth the feat you give up. As human, you could get access to Enlarge Person, but the resource cost is prohibitive.

Everything else: Lacking charisma simply makes this build less viable. They don't work as well as any of the above, so they are here, in the red zone.

Bloodlines. Cartmanbeck created this very useful guide to the bloodlines:

https://docs.google.com/document/pub?id=14idaW3mxJ7YL0yVCcBEsKd6H_5KbL8SteXTk0PUk4E0

Since I agree almost entirely with the bloodline listings, and his take, I will not rehash the pros and cons. Rather I will say Sylvan is simply the only choice that makes the concept work. You need a Medium Sized animal Companion for the build, and even Arcane with all it's wonders cannot provide this ability. Because the Animal Companion is both a bloodline power and the bloodline arcana for the Sylvan, I do not believe that taking the companion via Eldritch Heritage is possible. I certainly would not allow it. Maybe your GM is nicer though. Can't hurt to ask..

Sylvan: This is the Bloodline with the Animal Companion. The animal Companion is essential. Thus, this bloodline is essential. No other bloodlines will work.

Skills:

Appraise – Some faction missions in PFS require this. On occasion in non-PFS it is nice to know whether or not the NPC is paying or charging a fair price. If no one at your table has put a rank in this, it might be worth a rank. Generally no.

Bluff – If you have a party face, you might let them handle this. Regardless it is worth at least one rank

eventually. Note, when the enemy does something like “I will hold action until the damn caster tries to knock me out, then I will shoot.” You can respond by saying something like “I start muttering and waving my hands about as if I were about to cast a spell.” If you pass the bluff, he shoots, then you cast. Helps avoid disruption.

Craft/Profession – No. You don’t have spare ranks. So just. . No. If playing PFS, spend the PP to make something else your day job.

Diplomacy – This is a great skill. You end up needing to gather information quite a bit, and making people like you more can often result in discounts, or the key information you need. Worth a couple points.

Fly – You don’t need fly, you need to keep your flying Animal Companion alive.

Handle Animal – You will have an animal companion to order around. Your charisma is outrageous. You need this skill.

Intimidate – Easier to use than Diplomacy for information gathering, but leaves the target disliking you. Can end up with more enemies. Also, when you are small (highly recommended) you take a -4 to use this on the majority of the rest of the world. They are larger than you!

Knowledges – These are super important. Especially Nature, Religion, Dungeoneering, Arcana, and Planes are important. These allow you to identify monsters, and to know about a monsters existence so you can summon it. Four of five of these will become class skills, and although you do not have the ranks to put into them from your skills, they are highly recommended as the skill(s) to gain via headbands. The four that become class skills (all the mentioned except Dungeoneering) deserve 1 rank in the meantime.

Linguistics: This is very, very important, but only for 2 ranks. Take 2, call it done.

Perception – The most rolled skill in the game. You want some spare points here, but you cannot afford to pump it as much as your companions. You will never be great, but you want enough to avoid the obvious.

Ride – You are investing a lot in your Animal Companion and in your race selection just so you could ride the companion. Being able to ride it is essential, also; the best mount is a flying mount, so falling off becomes very, very life threatening. Spend the points to stay alive.

Spellcraft – You need this to identify spells, magic items, scrolls and to craft magic items. If you have a wizard buddy, let him worry about this skill. You will always want at least some proficiency in this skill in case you are needed to counterspell something.

Use Magic Device – This build takes a level in Oracle. Therefore it adds the cleric spell list to its own.

You will have an easy time with wands already. It might be worth a rank or two for the oddball spell, but in general, save the ranks, you are starved enough focusing on the above listed skills.

My personal take on ideal skill distribution, with explanation:

This build will attain (at level 12) a total of 5 ranks from Oracle, and 11x4 ranks from sorcerer for a total of 49 skill ranks. For the Explanations below I assume the following:

First, a charisma score of 20 (Base) +4 (Headband) +2(From levels) = 26, a +8 Mod.

Second, the equipment listed in the equipment section.

Third, the Traits recommended.

****UPDATE**

1) [Magical Knack](#). Makes up for those pesky caster level lost to Oracle! Yay!

2) [Handle Animal](#). Based on PFS play. Should your animal companion perish, you will need to train your new companion. You get a number of trained skills equal to the bonus skills. You get to train tricks to your Companion equal to the number of ranks you have in Handle Animal each session. Therefore, to be able to train Combat Riding in one session, you need six ranks. This is all the ranks you will need. You want all six ranks here as soon as possible.

6 Ranks + 8 (Charisma) +4 (Link) + 3 (Circlet of Persuasion) + 3(Class Skill) = 24. You pass anything you could have to roll.

3) [Ride](#). The DC of Stay In Saddle is low, only a 5. Fight with Combat Trained Mount is only DC 10. The hardest DCs are 20 for controlling a non combat trained mount in combat, and 20 for quick mount and dismount. For the first 7 levels, however; you will take a -5 to your ride skill for not having a saddle. To ensure you do not fall ten thousand feet to your death, I recommend seven ranks. This is sufficient. Always try to quick mount and dismount if you have a move action. You will succeed on a 6+, or 75% of the time. You want all seven ranks here as soon as possible.

7 Ranks + 3 (Dex) + 3(Class Skill) +1 (Trait) = 14. You automatically pass all the checks except quick mount and dismount. Try to quick mount/dismount anyway.

3) [Spellcraft](#). If you can identify the low level spell, you can use your Dispel Magic spell to counter. You cannot counter what you do not recognize. Also, you will be running into magic items almost each and every module. Being able to identify the items will greatly increase your chances of success. This is the only skill I suggest you take maximum ranks in. When you are grouped with a wizard, don't bother to roll to identify objects with this, his skill will far outstrip yours because he will have an int of 20+, for a bonus of 5+ compared to your 1. Your skill will be 12 Ranks +1 (Int) +3 (Class Skill) = 16, so not

shabby, however, you can Aid Other and give your ally a +2 guaranteed. Now he has 7+ more skill than you do on your own. Aid Other when appropriate.

4) **Bluff and Diplomacy.** These skills come into play almost as often as Perception. You have extraordinary Charisma, and thanks to the level in Oracle Diplomacy becomes a class skill. Bluff already was a class skill. Bluff is very handy when your enemies hold action. As you may have noticed, concentration checks are very hard in Pathfinder. A good way to circumvent said check is to pay attention to the enemy. When they hold action, wave your hands and mutter as if casting a spell. Roll a Bluff. They roll Sense Motive. If you win, they think you are casting. They fire, you take damage, you cast your spell without near the risk of disrupting your concentration. 6 Ranks each. Start with one rank in each as soon as possible, then move on to knowledge skills.

6 Ranks +8 (Charisms) +3 (Class Skill) +3 (Circlet of Persuasion) +1 (Gifted Linguist)= 20.

Linguistics: You want to be able to speak to your summons. It just makes life easier. The Archons all have comprehend languages as a permanent ability. Don't learn Celestial. The demons and devils generally speak both Common and Infernal or Abyssal. So just pick carefully. Summon the ones you can speak to in Common. Animals are taken care of by Handle Animal, which you are extraordinary at. That leaves the Elementals. Learn Terran, Ignan, Aquan, and Auran, preferably by seventh level. Two ranks only, you get four languages for these two ranks if you have gifted linguist.

Knowledge (Class Skill): You don't have a lot of spare skill ranks, so focus on the classic monster identification knowledges that are class skills. You have four of the five, specifically, Knowledge (Arcana), Knowledge (Nature), Knowledge (Planes), and Knowledge (Religion). For each of these, you will want to invest one point. The purpose is to be good enough to aid other. When you get your Headband of Mental Superiority for +4 Cha and +4 Int, it is very worthwhile to put the bonus ranks you get into Knowledge (Nature) and Knowledge (Planes). You will be summoning creatures, and it is a good idea to know they exist before you try to summon them.

1 Ranks +1 (Int) +3 Class Skill = 5. (+11 more ranks if you use the headband) = 16

Perception: This is the dumping ground for the remainder of your skill points. I have advised you spend: 6 on Handle Animal, Diplomacy, and Bluff, that you spend 7 ranks in Ride, 12 ranks in Spellcraft, 2 ranks in Linguistics, and 4 ranks in Knowledge skills. Although the most rolled skill in the game, not necessarily the most needed for you. This is your skill point dumping ground. Dump here AFTER you have made your other stats reach workable levels.

6+6+6+7+12+2+4=43, leaving six to go into Perception.

Your Perception will only be:

6 Ranks -1 (Wis) +5 (Goggles) = 10,

which is sufficient to Aid Other as often as you can, and allow you to make checks on your own with reasonable proficiency. Please note, that even in tier 1 missions, there are often DCs as high as 25. Aid Other is often the only way to pass these checks. Your 10 is not going to get much besides noticing an ambush hastily made every now and then. Your enemies will often have taken 10 to set up such ambushes, and have stealth skills that are astronomical. Aid Other.

Feats:

Feats have been covered in all of the other sorcerer guides, so I will not be rehashing the information from elsewhere in this guide. I will specifically address only what I consider the 'Must Have Feats'. These are not color coded, because they are all blue ranked.

Effortless Trickery. If you are a Gnome, this radically enhances action economy. It allows you to maintain concentration as a swift action on one illusion. If you have any of your illusions in play, which you probably should, you can now do other things, like move, and cast more spells. Must have spell. I recommend you time taking this feat at the same level you chose to take Silent Image. Don't bother taking this at level 1 if you have nothing for it to effect!

Boon Companion. As mentioned above, the Animal Companion is very important. Your Sylvan bloodline gives you the companion as if you had a druid level equal to your Sylvan Sorcerer level -3. You are taking a level in Oracle. Now you are -4 to your effective Druid level. Boon companion restores four levels. Poof! Your animal Companion is just as powerful as a Druids.

Spell Focus (Conjuration) You need this for Augment Summoning.

Augment Summoning. So important you spent a paid a feat tax to get this. Summoned Monsters are below your CR. They are almost always below the CR of your enemies. They die fast. You want to make the most of them, and this is how you do it.

Heighten Spell. Persistent spell is much better at increasing the DC of your spells. Heighten spell allows you to cast a spell out of a higher level spell slot though. So if you have no use for Create Pit, your second level spell, and really wish you had another casting available for Color Spray, you can cast Color Spray in your second level spell slot, and increase its DC by 1. This is more for action economy than DC.

Superior Summons. When casting SMX to summon 1d3 X-1 creatures, you never again get 1. Getting 1 is a huge waste of action economy.

Three notes on Summons:

- 1) Every single point of damage your enemies deal to your summoned creature is a point of damage not dealt to your allies. Much more efficient than healing.
- 2) Summoning into flanking position makes target much easier to hit for your allies.
- 3) Summoned creatures have Spell Like Abilities to help cover the holes in your own repertoire.

Extra Traits. Ok. Improved Initiative used to be in this slot. It got removed for this trait. Why? Well, I

am glad you asked!

1) Magical Knack gives you a 6th level spell. Amazing. 2) Second Trait, pick up your choice. I like reactionary or any of the numerous that +1 to Will, Ref or, Fort saves

Traits:

You want Ride and you want Handle Animal as class skills. A class skill grants +3 if you put a rank into the skill, so it is better the Skill Focus feat, because they are cheaper (spending a half feat to gain the bonus of a feat) Some even come with class skill +1 rank, making them much better than the Skill Focus feat, because they grant +4, assuming you spend a rank, and you can (not recommended) stack the bonus with Skill Focus.

The Sylvan Sorcerer does not get Handle Animal as a class skill. So I recommend:

Animal Friend (Gnome)

You've long been a friend to many among Katapesh's animal life, and feel safer when there are animals nearby.

Benefit You gain a +1 trait bonus on Will saving throws as long as an animal (Tiny or larger, must be at least indifferent toward you) is within 30 feet, and Handle Animal is always a class skill for you.

The Sylvan Sorcerer does not get Ride as a class skill either, so I recommend:

Savannah Child

You were born and raised among rolling savannahs. You spent many of your youth exploring these vast reaches, and know much of the savannah's secrets.

Pick one of the following skills: Handle Animal, Knowledge (nature), or Ride.

Benefit You gain a +1 trait bonus on that skill, and it is always a class skill for you.

If you are playing a Halfling, I suggest Lastwall Calvary to get Ride, and Savannah Child to get ride.

Gear:

This list is based on PFS Play, and assuming approximately 130,000 coins earned. In order to see this

amount in actual PFS play, you will have to be careful with your PP and Gold. Don't spend money on items you will not be able to upgrade later, or you will probably not be able to afford the essential gear! Most of this gear can be located in Ultimate Equipment:

Metamagic Rod (lesser) Quicken: 35,000gp. This costs more than you are likely to have. Very few things will improve your action economy more than this item. If possible squeeze it in somewhere.

Headband: Charisma upgraded along the way to Charisma/Intelligence +4 (40,000)

Head: Circlet of Persuasion (4,500)

Shoulders: Cloak of Resistance +3 (9,000)

Neck: Amulet of Natural Armor +1 (2000)

Armor: That's what mage armor is for!

Belt: Belt of physical perfection +2 (16,000) (Lesser belts will do, such as +2 dex, +2 con)

Body: Robe of Arcane Heritage. Gets me wings and extra free invis powers! (16,000)

Chest: Sipping Jacket – Stores potion for instant use later on. Perfecto! Well, nothing better. (5,000)

Eyes: Eyes of the Eagle +5 Perception. (2,500)

Feet: Jaunt Boots 3x day, 5' step 15' without provoking AoO. Not useful often, but a life saver when it is useful! (7,200)

Hands: Glove of Storing: only stores 1 thing, so unless you get metamagic rod of quickening, I like Gloves of Climbing and Swimming to offset my abysmal -3 in these two skills. Also a cheap option! (6,250)

Ring: Ring of Featherfalling. Again, falls from 10,000 suck! (2,200)

Ring: Ring of Sacred Mistletoe +2 to a bunch of skills I like, and a weapon when needed. (6,000)

Shield: Light Quickdraw Mithral +1 Shield (2,059)

Wrist: Spellguard Bracers. +2 on concentration, AND roll twice taking the better? Yes please! (5,000)

Total for entire list: 125,709. This is within the ambit of possible.

160,709gp with the rod, not within the ambit of possible wealth. You can sacrifice items above to make gaining this item more probable.

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Animal Companion:

Roc: The goal is extraordinary maneuverability. The races focused on making sure you were small sized just to get to this point! Two things to keep in mind: 1) A Roc has a Strength of 12. As a medium sized creature, that means it can carry up to 43 lbs. and still remain lightly encumbered. A flying creature cannot serve as a mount if it is over light encumbrance. Sad but true, and verified by James Jacobs. <http://paizo.com/threads/rzs2l7ns&page=550?Ask-James-Jacobs-ALL-your-Questions-Here#27499>

Mantis, Giant: Green for Halfling, orange for Gnomes. A Giant Mantis only has a strength of 10, thus it

can carry at most 33 lbs. A Gnome can start with a minimum weight of 32 lbs., so a gnome could only have 0.9 lbs. of gear, however; a Halfling has a minimum weight of 27 lbs., allowing the Halfling a more reasonable weight of 5.9 lbs. worth of gear.

Everything Else: None of the other Animal Companions allow you to Fly this early.

Animal Companion Feats:

Toughness: Your animal companion is essential. This feat helps keep it alive.

Combat Reflexes: The flyers tend to have high dex. High dexterity makes this a great choice.

Power Attack: You should probably wait until after the level 7 advancement.

Mobility: This feat grants +4 AC against AoOs resulting from movement. Alone, this isn't worth much, but it is a prerequisite for a rather lovely feat.

Godless Healing: If you get your animal companion's Int to 3, you can take this feat. Now your companion can self heal 1d8+HD once/day. Not a lot, but if it needs healing, you have a choice between using your action, or using your animal companions action.

Improved Bullrush: You will grow to love bull rush.

Dodge: Harder to hit is a good thing for anyone, and your animal companions AC will be outstanding, this makes it a little better.

Mobility: This feat grants +4 AC against AoOs resulting from movement. Alone, this isn't worth much, but it is a prerequisite for a rather lovely feat.

Spring Attack: This feat lets you, as a full round action, move the Roc's full move and attack a foe with a single melee attack (Use talon for grab) then use up to the rest of its 80' move, without provoking an AoO. This is pretty amazing, but really shines when combined with this gem, from the Mounted Combat section of the Core Rule Book, Page 202 **"You can cast a spell normally if your mount moves up to a normal move (its speed) either before or after you cast. If you have your mount move both before and after you cast a spell, then you're casting the spell while the mount is moving, and you have to make a concentration check due to the vigorous motion (DC 10 + spell level) or lose the spell."** How handy! From your Roc cast your favorite pit spell **"creatures subjected to an effect intended to push them into the pit do not get a saving throw to avoid falling in if they are affected by the pushing effect."** Use Grab to Grapple to Move your opponent **"Move: You can move both yourself and your target up to half your speed. At the end of your movement, you can place your target in any square adjacent to you. If you attempt to place your foe in a hazardous location, such as in a wall of fire or over a pit, the target receives a free attempt to break your grapple with a +4 bonus."** for added glee, make the

adjacent square above the pit, and about 30' up in the air.

Armor Proficiency: This is not a horrible choice, but it is not optimal. You are using up your companions very limited carrying capacity on armor. If you don't want a penalty to its flight skill, you will be limited to leather. Regardless of its optimization value, the thought of covering my white roc in roses is impossible for me not to take. (Rosewood Armor).

Spell Choice:

Largely this is in keeping with many, many, many evaluations to come before me. However, I will be re-evaluating the spells I consider most synergistic with this build.

Level 1:

Silent Image: There are as many uses for this as ... well there are a lot. You can create smoke screens to eliminate flanking, or hide a friend, create a set of footprints leading away from you, obscure your own tracks. . . seriously. The most versatile spell in the game. The big problem is a duration of Concentration. See Effortless Trickery.

Color Spray: You cause enemies to (1) go unconscious, (2) become stunned, and (3) fall asleep. . . as long as they have 2 HD or less. See the Oracle section below.

Hydraulic Push: This lets you perform a bulrush from range using your Caster Level in place of your BAB, and your Cha Mod in place of your Str. See pit spell below.

Grease: Another great utility. First, you can use it to cause others to slip and fall. You can make your pit much harder to escape from. You make other's weapons harder to hold onto. You can grease yourself to make it easier to escape grapples. This scales well. Look for the ones in heavy armor, and cast away. Hard to make Acrobatics Checks when you are wearing plate mail.

Mage Armor: This is great for your animal companion, and the reason the Armor Proficiency feat is not recommended. I suggest you wait until after you own a Metamagic Rod of Extend. Until then, make do with the wand.

Wands you should get:

- 1) Enlarge Person
 - 2) Infernal Healing
 - 3) Reduce Person
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Level 2 Spells:

Create Pit: Some select passages from the Create Pit spell: “**Saving Throw** Reflex negates; **Spell Resistance** no” Hrm. Pesky reflex save! Lets read on! “Creatures subjected to an effect intended to push them into the pit (such as bull rush) do not get a saving throw to avoid falling in if they are affected by the pushing effect.” This is where Hydraulic Push comes in. Removes almost anyone from combat. Decent fall damage.

Lipstitch: This shuts up casters, and it targets fort to do so. Perfect!

Glitterdust: Blinds, and removes the ability to stealth.

Invisibility: Remember: Summoning does not remove Invisibility! This is one of the single best defensive spells in the game.

Hypnotic Pattern: Usually, the horrible thing about this spell is not its effect, the problem is the spells limited ability to actually work! It only holds 2d4 + Caster level HD (Maximum 10). This is a super steep limitation, overcome in large part, by the Oracle level. It also has a duration of 2+ Concentration, this aspect is overcome if you selected the Effortless Trickery. Swap this out as soon as you get Rainbow Pattern.

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Level 3:

Haste: On a Damage / Cast, this is probably your best spell you can cast 80% of the time. You have an 80' flying move on your Animal Companion, but still... Put this on the companion.

Summon Monster III: This is the first level at which Summon Monsters start getting SLAs. Lantern Archons, which bypass all DR, are a handy thing to have at hand when other difficulties arise.

Dispel Magic: There are just so many applications. . .

Hydraulic Torrent: A lot like Hydraulic Push, but can affect any size. Once you get this, you can hold on to Hydraulic Push, or swap it out. I recommend keeping it so you don't have to spend a third level spell to shove your size or smaller.

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Level 4:

Acid Pit: Just like create pit, but with the added bonus of acid damage!

Summon Monster IV: This will get you an unbelievable flanking buddy for your Animal Companion, teammate, or just about anyone else who just happens to provide a circle of protection from evil, and a couple handy SLAs.

Black Tentacles: This is one of the best control spells known to magic users the world over.

Rainbow Pattern: Once again, this spell is generally limited by its HD capacity and concentration duration. You shouldn't have that problem.

Greater Invisibility: This is a trap for you. You will get your Bloodline ability at level 10 and your 4th level spell slot at level 9. Your bloodline power functions as this spell, but it is a Spell Like Ability. "At 9th level, you can turn invisible for a number of rounds per day equal to your sorcerer level. This ability functions as greater invisibility. These rounds need not be consecutive."

Level 5:

Magic Jar: Ever wanted to use the enemy army like an endless line of meat puppets that you can control? If so this is the spell for you. This is another spell with so many extraordinary abilities, that it begs for its own guide. Read it, reread it, and take some time to consider your Animal Companion's possible roles.

Summon Monster V: As the previous spells, but even better.

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This section is completely un-ranked. It is a cornerstone of the build. There are no more meaningful options.

The Oracle Component.

Up until now, I have been talking a lot about the Sorcerer and the Animal companion and hinting at an oracle level.

There is no rating system here. This is a take it or leave it block (I recommend taking it, or removing all illusions from the prior list.)

Class: Oracle, you need this to get the Heaven's Mystery.

Curse: Lame. This reduces your Movement to 15 feet. There are some minor perks, I will leave that to you. You will be spending a lot of time on your mount, which makes your personal movement speed largely irrelevant.

There are several decent curses, just keep in mind that your oracle's curse advances at one level per two non-oracle levels. So at level 12, you will have 1 oracle level and 11 non oracle levels, so your oracles curse will be at level 6. You will get the level 5 oracle advancement at level 9, and never again. Don't base your selection based on the advancements.

Mystery: Heavens, you need this to get to:

Revelation: Awesome Display. Short form, you deduct your Cha Mod the HD of each creature in the effect of your pattern illusion spells.

When should you take the Oracle level? Well, if you start at level 2+, make Oracle your first level. You will get $8 + \text{Con Mod}$ HP. This will net you a full hp (yes only 1) advantage over the Sorcerer at 1st level. If you start at first level, although you lose a hp, you will have an easier time in combats with Color Spray and an Animal Companion at level 1 than you would as an Oracle.

Oracle Level 1: $8 + 2 = 10$ HP.

Sorcerer Levels 2-12 = $11(3 + 2) = 55$ HP.

$10 + 55 = 65$ HP total.

Sorcerer Level 1: $6 + 2 = 8$ HP

Oracle Level 2 = $4 + 2 = 6$ HP

Soecerer Levels 3-12 = $10(3 + 2) = 50$ HP.

$8 + 6 + 50 = 64$ HP total.

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Oracle Spells:

You will never gain caster levels in Oracle. So picking spells that are useless with low caster level at high character level will be a detriment. I recommend taking the Positive Energy version so you get CLW. Although you will use the spell rarely, you will use ILW even less. Bless is a good buff. Since most combats only last 24-30 seconds, the durruration is not an issue. PFE is also a good choice, as is Shield of Faith. You can consult the many cleric and druid guides for more detailed information on the spells available. Just keep in mind, the spells will never scale up!

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Roc Advancement:

Level 1:

Size Medium; AC 19 (+4 Dex, +5 natural armor); 9 hp (2d8) (4.5+4.5 -1 -1 +3)

Saves: Fort: 2; Ref: 7; Will: 1

Speed 20 ft., fly 80 ft.;

Attack 2 talons +2 (1d4+1), +2 bite (1d6+1);

Ability Scores Str 12, Dex 19, Con 9, Int 2, Wis 13, Cha 11;

Level 2: Same as Level 1, no Boon Companion Feat yet.

Size Medium; AC 19 (+4 Dex, +5 natural armor); 9 hp (2d8) (4.5+4.5 -1 -1 +3)

Saves: Fort: 2; Ref: 7; Will: 1

Speed 20 ft., fly 80 ft.;

Attack 2 talons +2 (1d4+1), +2 bite (1d6+1);

Ability Scores Str 12, Dex 19, Con 9, Int 2, Wis 13, Cha 11;

Level 3:

Size Medium; AC 22 (+5 Dex, +7 natural armor); 13 hp (3d8) (3(4.5) +3(-1) +3(1))

Saves: Fort: 2; Ref: 8; Will: 2

Speed 20 ft., fly 80 ft.;

Attack 2 talons +3 (1d4+1), +3 bite (1d6+1);

Ability Scores Str 13, Dex 20, Con 9, Int 2, Wis 13, Cha 11;

Level 4:

Size Medium; AC 22 (+5 Dex, +7 natural armor); 18 hp (4d8) (4(4.5) +4(-1) +4(1))

Saves: Fort: 3; Ref: 9; Will: 2

Speed 20 ft., fly 80 ft.;

Attack 2 talons +4 (1d4+1), +4 bite (1d6+1);

Ability Scores Str 13, Dex 20, Con 9, Int 3, Wis 13, Cha 11;

Level 5:

Size Medium; AC 22 (+5 Dex, +7 natural armor); 22 hp (5d8) (5(4.5) +5(-1) +5(1))

Saves: Fort: 3; Ref: 9; Will: 2

Speed 20 ft., fly 80 ft.;

Attack 2 talons +4 (1d4+1), +4 bite (1d6+1);

Ability Scores Str 13, Dex 20, Con 9, Int 3, Wis 13, Cha 11;

Level 6:

Size Medium; AC 24 (+5 Dex, +9 natural armor); 27 hp (6d8) (6(4.5) +6(-1) +6(1))

Saves: Fort: 4; Ref: 10; Will: 3

Speed 20 ft., fly 80 ft.;

Attack 2 talons +6 (1d4+2), +6 bite (1d6+2);

Ability Scores Str 14, Dex 21, Con 9, Int 3, Wis 13, Cha 11;

7th-Level Advancement—Size Large; AC +3 natural armor; Attack 2 talons (1d6 plus grab), bite (1d8);

Ability Scores Str +8, Dex -2, Con +4.

Level 7:

Size Large; AC 26 (+4 Dex, +12 natural armor); 39 hp (6d8) (6(4.5) +6(+1) +6(1))

Saves: Fort: 6; Ref: 9; Will: 3

Speed 20 ft., fly 80 ft.;

Attack 2 talons +10 (1d4+6) + Grab, +10 bite (1d6+6);

Ability Scores Str 22, Dex 19, Con 13, Int 3, Wis 13, Cha 11;

Level 8:

Size Large; AC 26 (+4 Dex, +12 natural armor); 45 hp (7d8) (7(4.5) +7(+1) +7(1))

Saves: Fort: 6; Ref: 9; Will: 3

Speed 20 ft., fly 80 ft.;

Attack 2 talons +11 (1d4+6) + Grab, +11 bite (1d6+6);

Ability Scores Str 22, Dex 19, Con 13, Int 3, Wis 13, Cha 11;

Special Qualities low-light vision, Link, Share Spells, Evasion, Combat Riding, Attack Any Target,

Level 9:

Size Large; AC 29 (+5 Dex, +14 natural armor); 60 hp (8d8) (8(4.5) +8(+1) +8(2))

Saves: Fort: 8; Ref: 11; Will: 3

Speed 20 ft., fly 80 ft.;

Attack 2 talons +12 (1d4+6) + Grab, +12 bite (1d6+6);

Ability Scores Str 23, Dex 20, Con 14, Int 3, Wis 13, Cha 11;

Level 10:

Size Large; AC 29 (+5 Dex, +14 natural armor); 67 hp (9d8) (9(4.5) +9(+1) +9(2))

Saves: Fort: 8; Ref: 11; Will: 4

Speed 20 ft., fly 80 ft.;

Attack 2 talons +12 (1d4+6) + Grab, +12 bite (1d6+6);

Ability Scores Str 23, Dex 20, Con 14, Int 3, Wis 13, Cha 11;

Level 11:

Size Large; AC 29 (+5 Dex, +14 natural armor); 67 hp (9d8) (9(4.5) +9(+1) +9(2))

Saves: Fort: 8; Ref: 11; Will: 4

Speed 20 ft., fly 80 ft.;

Attack 2 talons +12 (1d4+6) + Grab, +12 bite (1d6+6);

Ability Scores Str 23, Dex 20, Con 14, Int 3, Wis 13, Cha 11;

Level 12:

Size Large; AC 31 (+5 Dex, +14 natural armor); 75 hp (10d8) (10(4.5) +10(+1) +10(2))

Saves: Fort: 9; Ref: 12; Will: 4

Speed 20 ft., fly 80 ft.;

Attack 2 talons +14 (1d4+7) + Grab, +14 bite (1d6+7);

Ability Scores Str 24, Dex 21, Con 14, Int 3, Wis 13, Cha 11;

A quick note to non-PFS players who might be interested in this build:

As you may or may not be aware, there are no crafting skills in PFS play. You cannot create magical arms and armor, wondrous items etc in PFS. Also in PFS play, you will have a cap on the amount of gold you can expect to gain over your career. Generally this amount is 120-130,000. As such, I recommended gear based on those numbers, as well as spells, feats, etc. If you play Non-PFS then a couple quick recommendations.

1) As an Oracle, you gain the Light Armor proficiency, and Medium Armor proficiency. Get Ceremonial Silk Armor with an Armored Kilt. It will grant +2 AC with no skill check penalty and no chance of arcane spell failure. Get it enchanted to +2+n for (n > 1), and buy Hosteling (7,500 gp for Hosteling) Now you have better armor than mage armor, and a safe place to stow your Animal Companion if needed.

2) You also get Shield Proficiency. Get a Mithral Quickdraw Shield. It will also have - arcane spell failure. You can get this enchanted as high as you like, and add fortification of some sort. AC is always a concern for Sorcerers, and the Oracle level lets you go a little beyond what a normal sorcerer could hope for.