

SANVIL TRETT

CREATURE 3

CE

MEDIUM

HUMANOID

HUMAN

Perception +7

Languages Androffan, Common, Hallit, Orcish

Skills Arcana +9, Crafting +10, Deception +9, Diplomacy +7, Occultism +10, Engineering Lore +16, Numerian Geography Lore +7

Str +3, **Dex** +1, **Con** +0, **Int** +2, **Wis** -1, **Cha** +2

Before Combat Sanvil Trett takes a dose of zerk. Treat him as having an addiction to zerk for the effects. The damage on his longsword strike assumes zerk has been taken.

Items +1 longsword, +1 chain shirt, battery (2), ion tape^, skillslot^ (mark I engineering lore skillchip^), sunrod(2), torpinol^, universal serum^, vitality serum^ (2), zerk (2), 69 silverdisks, 120 gp, 3 gp worth of moderate semiprecious stones, Technic League pin worth 15 gp (hidden)

AC 19; **Fort** +7, **Ref** +6, **Will** +6

HP 40

Speed 25 feet

Melee ♦ +1 longsword +10 (versatile P), **Damage** 1d8+5 slashing

Arcane Prepared Spells DC 17, attack +7 ; **2nd** *invisibility, mirror image*; **1st** *chilling spray, shocking grasp*; **cantrips (2nd)** *acid splash, chill touch, detect magic, ghost sound, mage hand*

Conflux Spells 1 Focus Point, DC +17 , attack +7; recharges Spellstrike after cast **2nd** *force fang*;

Spellstrike ♦♦ as the Magus' Spellstrike action.

Arcane Cascade (concentrate, stance) as the Magus' Arcane Cascade action.

Expansive Spellstrike as the Expansive Spellstrike feat.