

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 and casts magic weapon on his +1 longsword.

Treat him as having an addiction to zerk for the effects.

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+3 slashing

Spells DC 17, attack +7 ; **2nd** *invisibility, mirror image*; **1st** *acidic burst, chilling spray, magic weapon*; **cantrips (2nd)** *acid splash, chill touch, detect magic, ghost sound, mage hand, light*

Striking Spell ♦ (concentrate, metamagic); **Frequency** once a round; **Effect** Sanvil Trett changes his next attempt to Cast a Spell that targets one creature or object, putting the magic into his +1 longsword. On a successful hit with a melee Strike using his +1 longsword. after the spell has been cast in this way, the spell is discharged, changing its range to touch and dealing the additional effect to its target along with the Strike damage. If the spell requires a saving throw from its target, that creature still gets to make their saving throw as usual.