

KHONNIR BAINÉ

CREATURE 7

UNIQUE**CG****MEDIUM****HUMANOID****HUMAN**

Languages Androffan, Common, Draconic, Dwarven, Gnomish, Hallit, Ignan, Orcish, Terran, Undercommon

Skills Acrobatics +11, Arcana +15, Athletics +9, Crafting +15, Diplomacy +11, Occultism +13, Society +13, Stealth +11, Engineering Lore +15

Str +0, **Dex** +2, **Con** +1, **Int** +4, **Wis** +3, **Cha** +2

Infused Items Khonnir carries 2 infused moderate acid flasks, 2 infused lesser healing potions and 1 infused lesser antidote. He has 7 infused reagents left and can use Quick Alchemy to make any common alchemical item level 5 and under.

Items +1 dagger, bracers of missile deflection, everburning torch, scroll of detect radiation^, scroll of technomancy^, scroll of unseen servant, wand of manifold missiles (1st level)

AC 21; **Fort** +10, **Ref** +13, **Will** +14

HP 57

Speed 25 feet

Melee ♦ +1 dagger +12 (agile, finesse, thrown 10 feet, versatile S), **Damage** 1d4 piercing

Ranged ♦ bomb +13, **Damage** varies

Arcane Spells DC 25, attack +15 ; **4th** *fly*, *mage armor*; **3rd** *fireball* (×3), *pyrotechnics*; **2nd** *dispel magic*, *acid arrow*, *resist energy*, *web*; **1st** *fleet step*, *mage armor*, *shocking grasp*, *unseen servant*; **cantrips** (**4th**) *detect magic*

Quick Bomber ♦ as the alchemist feat

Quick Alchemy ♦ (manipulate) as the alchemist feat

Spellblast Bombs ♦ (metamagic); **Frequency** once per round; **Effect** Khonnir expends one of his prepared spells to empower the next bomb he throws before the end of his turn. When he does, he gains a bonus to hit with the bomb equal to the level of the spell sacrificed, and a bonus to damage equal to twice the level of the spell sacrificed.

Sneak Attack 1d6 as the Sneak Attacker feat in the Rogue archetype