

# ARCANIST LEVEL 1

Brainy and cheerful, Enora is relentless in her pursuit of forbidden arcane knowledge, and possesses enough lost cultures' secrets to make her a force to be reckoned with.

## ENORA

Female halfling arcanist 1

LN Small humanoid (halfling)

**Init** +2; **Senses** Perception +1

## DEFENSE

**AC** 13, touch 13, flat-footed 11 (+2 Dex, +1 size)

**hp** 11 (1d6+5)

**Fort** +2, **Ref** +3, **Will** +2; +2 vs. fear

## OFFENSE

**Speed** 30 ft.

**Melee** mwk quarterstaff +1 (1d4–1)

**Ranged** light crossbow +3 (1d6/19–20)

**Special Attacks** arcane reservoir (3/day, max 4), consume spells

**Arcanist Spells Prepared** (CL 1st; concentration +4)

1st (3/day)—*color spray* (DC 14), *shield*

0 (at will)—*detect magic*, *light*, *message*, *prestidigitation*

## STATISTICS

**Str** 8, **Dex** 14, **Con** 12, **Int** 17, **Wis** 8, **Cha** 16

**Base Atk** +0; **CMB** –2; **CMD** 10

**Feats** Toughness

**Skills** Knowledge (arcana) +7, Knowledge (religion) +7, Linguistics +7, Perception +1, Spellcraft +7, Use Magic Device +7; **Armor Check**

**Penalty** –0

**Traits** helpful<sup>HoG</sup>, magic is life<sup>ACG</sup>

**Languages** Common, Goblin, Halfling, Jistkan, Osiriani, Polyglot

**SQ** arcane exploits (bloodline development [arcane]), arcane bond (bonded item [mwk quarterstaff]), fearless, fleet of foot<sup>ARG</sup>, halfling luck, keen senses, weapon familiarity

**Combat Gear** acid; **Other Gear** spell component pouch (2), *wand of mage armor* (5 charges), backpack, waterskin, spellbook (contains all 0th-level spells; all prepared 1st-level spells plus *comprehend languages*, *disguise self*, *enlarge person*, *expeditious retreat*, *grease*, *liberating command*<sup>UC</sup>, *mount*, *protection from evil*, and *unseen servant*), 2 gp

## SPECIAL ABILITIES

**Arcane Bond** Once per day while holding her quarterstaff, Enora can cast any spell in her spellbook that she is capable of casting. If she doesn't have her quarterstaff, she must make a DC 20 + spell level concentration check to cast a spell or the spell is lost.

**Arcane Reservoir** Each day, Enora starts with 3 points in her reservoir,

though she can fill it up to a maximum of 4 using consume spells. She can spend one point on a spell to increase the DC or caster level by 1.

**Consume Spells** Enora can spend a move action to expend a 1st-level spell slot and gain 1 point to her arcane reservoir.

**Helpful** When Enora uses the aid another action successfully, she grants a +4 bonus to her ally.

**Magic Is Life** As long as any spell is active on Enora, she gains a +2 bonus to saves against death effects and always stabilizes.

**Color Spray** Enora releases a 15-foot cone of beautiful colors. All creatures who can see the colors roll a Will save. If they have 1 or 2 hit dice, they are knocked unconscious for 2d4 rounds, then stunned and blinded for 1d4 rounds, then stunned for 1 round. If they have 3 or 4 hit dice, they are stunned and blinded for 1d4 rounds, then stunned for 1 round. Otherwise, they are stunned for 1 round. This is a mind-affecting illusion, so it doesn't work on some kinds of creatures.

**Comprehend Languages** Enora can understand all languages she reads or hears for 10 minutes, though she can't speak in those languages.

**Detect Magic** Enora can notice magic in a 60-foot-cone. If she concentrates, she can find how many magic auras there are on the next round. On the round after that, she can try to find out more about one aura.

**Disguise Self** Enora can use an illusion to make herself look like a different size Small humanoid for 10 minutes. This grants her a +10 bonus to Disguise checks.

**Enlarge Person** After 1 full round of casting, a medium humanoid target within 25 feet becomes Large for 1 minute, gaining +2 Strength, –2 Dexterity, reach, +1 size bonus to CMB and CMD, –1 size penalty to hit and AC, –4 size penalty to Stealth, –2 size penalty to Fly. If cast on Enora, she would become Medium and would not gain reach, so it is better cast on a bigger ally.

**Expeditious Retreat** Enora's movement increases to 60 for 1 minute.

**Grease** Enora can grease a 10-foot-by-10-foot square of floor or an item for 1 minute. If she greases the ground, creatures in the area must make a DC 14 Reflex save or fall prone and creatures walking through the area must make a DC 10 Acrobatics check or stop moving and be forced to make the same Reflex save (failing the Acrobatics check by 5 or more makes them fall without a Reflex save). If she greases an object, if the object is attended, the object's possessor can attempt a Reflex save to make the grease miss the item. Otherwise, if the possessor was holding the object, he drops it, and he must attempt a Reflex save each round to pick up or use the item. If she greases someone's clothing, they receive a +10 bonus to Escape Artist checks, CMB to escape grapple, and



“Look, I don't want to have to hurt you, but you're standing between me and that artifact.”

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CMD vs. grapple.

**Liberating Command** As an immediate action, Enora can pick an ally within 25 feet. That ally can spend an immediate action to make an Escape Artist check with a +2 competence bonus to escape restraints, bindings, or grapples.

**Light** An object Enora touches sheds light for 10 minutes. She can't have more than one copy of this spell active at once.

**Mage Armor** Enora's wand grants a touched target a +4 armor bonus to AC for 1 hour.

**Message** Enora can whisper messages to the target for 10 minutes as long as they remain within 110 feet and aren't obstructed, and the target can respond each time Enora sends a whisper. Nearby creatures might be able to overhear the messages (DC 25 Perception).

**Mount** Enora can summon a basic light horse or pony for 1 hour.

**Prestidigitation** Enora can perform simple magic tricks for 1 hour, such as cleaning her outfit, chilling her drink, or flavoring her meal.

**Protection from Evil** A touched target gets a +2 resistance bonus to saves and a +2 deflection bonus to AC against evil creatures for 1 minute. The target cannot be touched by a nongood summoned creature and is immune to direct mental control and possession from evil creatures. Casting the spell after direct mental control or possession allows the target a new saving throw at a +2 bonus.

**Shield** Enora gains a +4 shield bonus to AC for 1 minute and becomes immune to *magic missile*.

**Unseen Servant** Enora can create an invisible force that follows her around for 1 hour performing basic unskilled tasks exerting no more than 20 lbs. of force (except it can drag 100 lbs.). Its speed is 15 ft. and though it can't be targeted, it dissipates if it takes 6 or more damage from area attacks. It also ceases to exist if it ever is more than 25 feet from Enora. It takes a move action to command the servant to perform a task.

Like many halflings, Enora has always been driven by an unlikely pairing of curiosity and luck. She grew up in Rahadoum, where religion is banned, and her parents—both professors at one of Rahadoum's premier arcane institutions, the Occularium—fostered in their only daughter a hunger for knowledge that was rivaled only by her optimism and determination. Enora's intuition, natural understanding of the mystical inner workings of magic, and fastidious research skills quickly took her to the top of her class.

When she came of age, Enora came out atop a pool of nearly a hundred applicants for a coveted governmental position researching some of the Occularium's most valued magical treasures from the

ancient Jistka Imperium. But years of study of even the most esoteric and enigmatic of Jistkan relics wasn't enough for Enora, and countless hours in the Occularium's library aroused in her an uncontrollable sense of wanderlust. She took a leave of absence, intending to research the ruins of Lirgen—one of the two nations completely subsumed by the Eye of Abendego just over a century earlier—where she hoped to rediscover lost information about Lirgeni mastery of astrology.

Within a dank and moldering sanctuary, Enora uncovered a stone tablet that radiated a magical aura unlike anything she had ever encountered before, even amid the most powerful of Jistkan artifacts under her charge in the Occularium. Setting her hand upon the arcane writing and reaching forth with her innate arcane abilities, Enora touched the very fabric of the magical energy that pulsed through the artifact, unraveling it ever so slightly to better understand it. Immediately, her mind was flooded with magical revelations—knowledge beyond her wildest dreams.

When she pulled her hand away, Enora had a new understanding of the potential for learning that existed beyond the strictly secular libraries and laboratories of Rahadoum. A combination of rage and sadness overwhelmed her as she realized that her own rejection of Nethys and other gods of magic had been holding her back from attaining the knowledge she'd always yearned for. How could she return to Manaket and her governmental position knowing that so much more information remained beyond her grasp, simply because it was held in libraries dedicated to deities her nation had shunned?

Enora traveled east into the Mwangi Expanse and found passage down one of the region's many rivers to the Arcadian Ocean, the entire time assessing her options. In the end, she chose the pursuit of knowledge over the security of the life she'd known, and now lives a life on the edge of two worlds. She works continually through carefully worded letters to maintain her good standing with the Occularium in order to preserve her access to its myriad magical and academic resources, but is afraid to return home, lest her newfound respect for the power of the gods brings punishment upon her head. She travels the Inner Sea in search of a better understanding of the inner workings of magic and the secrets of lost empires whose magic surpassed that of even the most powerful modern archmages.

Enora is singularly driven in her search for knowledge, but isn't above working with others in order to achieve common goals. She remains cheerful and optimistic about most things, yet holds deep-seated anxiety about the conflict she will inevitably face should she return to Manaket and be outed as a follower of Nethys. She doesn't talk much about where she came from, but knows that one day her travels will take her back to Rahadoum, and she'll be hard pressed to keep her secret.



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