

## Thelyn Cabor

Male grippli wizard 13 (exploiter wizard)

NG Small humanoid (grippli)

**Init** +3; **Senses** darkvision 60 ft.; Perception +15

**Languages** Boggard, Common, Draconic, Elven, Gnome, Goblin, Grippli, Sylvan; Feral Speech

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### DEFENSE

**AC** 18, touch 14, flat-footed 15 (+4 armor, +3 Dex, +1 size); *mage armor*

**hp** 99 plus *false life* (13 HD)

**Fort** +10, **Ref** +11, **Will** +14

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### OFFENSE

**Speed** 30 ft. (6 squares), climb 20 ft.

**Melee** by weapon +6

**Ranged** by weapon +10

**Special Attacks** arcane reservoir (9/day, 16 max)

**Wizard Spells Prepared** (CL 14<sup>th</sup>; Concentration +22)

7<sup>th</sup> (2/day) – *greater teleport*, *summon monster VII*

6<sup>th</sup> (3/day) – *beast shape IV*, *greater heroism*, *summon monster VI*

5<sup>th</sup> (4/day) – *cloudkill*, *hold monster*, ~~*overland flight*~~, *wall of stone*

4<sup>th</sup> (6/day) – *black tentacles*, *charm monster*, *confusion* (2), *wall of fire*, *wall of ice*

3<sup>rd</sup> (6/day) – *dispel magic*, *haste*, *heroism*, *protection from energy*, *slow*, *wind wall*

2<sup>nd</sup> (6/day) – *acid arrow* (2), ~~*false life*~~, *invisibility*, *mirror image*, *shatter*

1<sup>st</sup> (6/day) – *enlarge person*, ~~*mage armor*~~ (2), *feather fall*, *shield* (2)

0 (at will) – *detect magic*, *light*, *mage hand*, *prestidigitation*

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### STATISTICS

**Abilities** Str 8 (–1), Dex 16 (+3), Con 14 (+2), Int 26 (+8), Wis 14 (+2), Cha 10 (+0)

**Base Atk** +6; **CMB** +4; **CMD** 17

**Feats** Craft Staff, Craft Wand<sup>B</sup>, Craft Wondrous Item<sup>B</sup>, Feral Speech\*, Forge Ring, Master Alchemist, Multimorph\*, Scribe Scroll<sup>B</sup>, Skill Focus (use magic device), Staff-Like Wand\*

**Skills** Acrobatics +3 (+12 when jumping), Appraise +24, Climb +20 (may take 10), Craft (alchemy) +24, Disguise +10, Escape Artist +16, Knowledge (arcana) +24, Knowledge (nature) +24, Perception +15, Spellcraft +24, Stealth +30 (+34 in forests or marshes), Use Magic Device +19; **Racial Bonuses** +4 Stealth in forests or marshes

**SQ** arcanist exploits (dimensional slide 130 ft., potent magic, quick study, spell tinkerer [DC 16]), swamp stride, weapon familiarity

**Combat Gear** acid (6), alchemical grease (6), alchemist's fire (6), antiplague (6), antitoxin (6), bloodblocks (6), liquid ice (6), soothe syrup (6), *staff of swarming insects* (10 charges), *wand of reach cure serious wounds* (50 charges, close range), *wand of fireball* (50 charges), *wand of lightning bolt* (50 charges), *wand of magic missile* (50 charges); **Other Gear** *blessed book* (99 pages remaining) with *bookplate of recall*, *boots of striding and springing*, *cloak of resistance* +4, *contingency* focus, *glove of storing* (contains cure wand), *handy haversack*, *headband of vast intellect* +6 (climb, escape artist, stealth), lucky platinum coin, *orange prism ioun stone*, *ring of chameleon power*, spell component pouch, spring-loaded wrist sheathes (2, contain *fireball* and *lightning bolt* wands), spellbook (full), tender (275gp), *traveler's any-tool*

**Spellbook** all core wizard spells of 6<sup>th</sup>-level and lower plus *greater teleport* and *summon monster VII*

**Encumbrance** light 19 lb. 8 oz., medium 39 lb. 12 oz., heavy 60 lb.; **Weight Carried** 15 lb. 3 oz. (excluding tender)

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### SPECIAL ABILITIES

**Arcane Discoveries** You have opted to use a variety of arcane discoveries over feats. They are marked in the feats section with an asterisk.



**Arcane Reservoir (Su)** You have an innate pool of magical energy that you can draw upon to fuel your arcanist exploits and enhance your spells. Your arcane reservoir can hold a maximum amount of magical energy equal to 3 + your wizard level. Each day, when preparing spells, your arcane reservoir fills with raw magical energy, gaining a number of points equal to 3 + ½ your wizard level. Any points you had from the previous day are lost. You can also regain these points through the consume spells class feature and some arcanist exploits. The arcane reservoir can never hold more points than the maximum amount noted above; points gained in excess of this total are lost. Points from the arcanist reservoir are used to fuel many of your powers. In addition, you can expend 1 point from your arcane reservoir as a free action whenever you cast an arcanist spell. If you do, you can choose to increase the caster level by 1 or increase the spell's DC by 1. You can expend no more than 1 point from your reservoir on a given spell in this way.

**Contingency** If ever targeted or caught in the area of a spell or effect that deals energy damage, you become subject to a *protection from energy* spell against the incoming energy type. This effect comes into effect fast enough to prevent some or all of the incoming damage. Effects that cause energy damage, but don't specifically target you (such as deliberately walking into a fire), do not activate this contingency.

**Dimensional Slide (Su)** You can expend 1 point from your arcane reservoir to create a dimensional crack that you can step through to reach another location. This ability is used as part of a move action or withdraw action, allowing you to move up to 10 feet per wizard level to any location you can see. This counts as 5 feet of movement. You can only use this ability once per round. You do not provoke attacks of opportunity when moving in this way, but any other movement you attempt as part of your move action provokes as normal.

**Feral Speech (Su)** You gain the ability to speak with and understand the response of any animal as if using *speak with animals*, though each time you speak to animals, you must decide to communicate with either amphibians, birds, fish, mammals, reptiles, or vermin, and can only speak to and understand animals of that type. You can make yourself understood as far as your voice carries. This discovery does not predispose any animal addressed toward you in any way.

**Multimorph (Su)** When you cast a spell of the polymorph subschool on yourself, you may expend 1 minute of the spell's duration as a standard action to assume another form allowed by the spell. You can do this as often as you like, subject to the duration of the spell.

**Potent Magic (Su)** Whenever you expend 1 point from your arcane reservoir to increase the caster level of a spell, the caster level increases by 2 instead of 1. Whenever you expend 1 point from your arcane reservoir to increase the spell's DC, it increases by 2 instead of 1.

**Quick Study (Ex)** You can prepare a spell in place of an existing spell by expending 1 point from your arcane reservoir. Using this ability is a full-round action that provokes an attack of opportunity. You must be able to reference your spellbook when using this ability. The spell prepared must be of the same level as the spell being replaced.

**Spell Tinkerer (Su)** You can alter an existing spell effect by expending 1 point from your arcane reservoir. To use this ability, you must be adjacent to the spell effect (or the effect's target) and be aware of the effect. You can choose to increase or decrease the remaining duration of the spell by 50%. This ability can be used on unwilling targets, but you must succeed at a melee touch attack, and the target may attempt a Will saving throw to negate the effect. This ability cannot be used on a given spell effect more than once. This ability has no effect on spells that are instantaneous or have a duration of permanent.

**Staff-Like Wand** Similar to using a magic staff, you use your own Intelligence score and relevant feats to set the DC for saves against spells you cast from a wand, and you can use your caster level when activating the power of a wand if it's higher than the caster level of the wand.

**Swamp Stride (Ex)** You can move through difficult terrain at your normal speed while within a swamp. Magically altered terrain affects you normally.

**Weapon Familiarity** You are proficient with nets.