

## Zwei

Male janni sorcerer 4/eldritch knight 10

N Medium outsider (native)

**Init** +10; **Senses** darkvision 60 ft.; Perception +28

**Languages** Auran, Celestial, Common; telepathy 100 ft.

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### DEFENSE

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**AC** 34, touch 19, flat-footed 28 (+10 armor, +6 Dex, +4 deflection, +4 natural)

**hp** 221 (20 HD)

**Fort** +20, **Ref** +21, **Will** +20

**Defensive Abilities** evasion; **Resist** fire 10

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### OFFENSE

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**Speed** 40 ft. (6 squares), fly 20 ft. (perfect); Flyby Attack

**Melee** +2 *adamantine spell storing falchion* +28/+23/+18/+13

(2d4+17 plus *vampiric touch*/15-20 plus 2d6 bleed) with Arcane Strike

+2 *adamantine spell storing falchion* +23/+18/+13/+8 (2d4+32 plus *vampiric touch*/15-20 plus 2d6 bleed) with Arcane Strike and Power Attack

**Ranged** *electricity ray* +24 touch (1d6+2 electricity)

**Special Attacks** spell critical

**Spell-like Abilities** (CL 8<sup>th</sup> except where noted; Concentration +20)

10/day – elemental ray (1d6+2 electricity, CL 13<sup>th</sup>)

3/day – *invisibility* (self only), *plane shift* (willing targets to elemental planes, Astral Plane, or Material Plane only), *speak with animals*

2/day – change size

1/day – *create food and water*, *ethereal jaunt* (for 1 hour)

**Sorcerer Spells Known** (CL 15<sup>th</sup>, cast spells as 13<sup>th</sup>; Concentration +20)

6<sup>th</sup>-level (5/day) – *chain lightning*, *greater heroism*

5<sup>th</sup>-level (7/day) – *cone of cold*, *teleport*, *wall of force*

4<sup>th</sup>-level (7/day) – *arcane eye*, *greater invisibility*, *stoneskin*<sup>M</sup>

3<sup>rd</sup>-level (8/day) – *dispel magic*, *haste*, *vampiric touch*

2<sup>nd</sup>-level (8/day) – *alter self*, *flaming sphere*, *knock*, *resist energy*

1<sup>st</sup>-level (8/day) – *comprehend languages*, *electrifying hands*<sup>B</sup> (as *burning hands*, but deals electricity damage), *expeditious retreat*, *grease*, *shield*, *true strike*

0-level (at will) – *detect magic*, *detect poison*, *ghost sound*, *mage hand*, *mending*, *message*, *open/close*, *read magic*, *prestidigitation*

**Bloodline** elemental (air)

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### STATISTICS

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**Abilities** Str 24 (+7), Dex 22 (+6), Con 18 (+4), Int 16 (+3), Wis 21 (+5), Cha 24 (+7)

**Base Atk** +18; **CMB** +25 (+28 with falchion); **CMD** 45

**Feats** Additional Traits, Arcane Armor Training, Arcane Strike, Bleeding Crit, Crit Focus, Dazzling Display, Eschew Materials<sup>B</sup>, Flyby Attack, Improved Critical (falchion), Improved Initiative<sup>B</sup>, Intimidating Prowess, Power Attack<sup>B</sup>, Shatter Defenses, Weapon Focus (falchion<sup>B</sup>), Weapon Specialization (falchion<sup>B</sup>)

**Skills** Bluff +16, Diplomacy +13, Intimidate +37, Knowledge (nobility +12, planes +26), Perception +28, Sense Motive +28, Spellcraft +26, Stealth +15

**SQ** arcane bloodline (change energy damage spells to electricity), diverse training, traits (anatomist, magical knack: sorcerer)



**Combat Gear** *arcane spell scrolls of true seeing* (2); **Other Gear** +2 *adamantine spell storing falchion*, +5 *mithral brigandine* (as kikko armor), *amulet of natural armor* +3, *belt of physical perfection* +4, *boots of striding and springing*, *cloak of resistance* +5, *headband of mental prowess* +6 (wisdom, charisma), *ring of evasion*, *ring of protection* +4, *tender* (1,595gp)

**Encumbrance** light 233 lb., medium 466 lb., heavy 700 lb.; **Weight Carried** 21 lb. (excluding tender)

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## **SPECIAL ABILITIES**

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**Anatomist** You have studied the workings of anatomy, either as a student at university or as an apprentice mortician or necromancer. You know where to aim your blows to strike vital organs and you gain a +1 trait bonus on all rolls made to confirm critical hits (which stacks with the +4 from your Crit Focus feat).

**Bloodline Arcana** Whenever you cast a spell that deals energy damage, you can change the type of damage to electricity. This also changes the spell's type to electricity.

**Change Size (Sp)** Twice per day, you can magically change a creature's size. This works just like an *enlarge person* or *reduce person* spell (you choose when using the ability), except that the ability can work on a janni as well. A DC 19 Fortitude save negates the effect. The save DC is Charisma-based. This is the equivalent of a 2<sup>nd</sup>-level spell.

**Elemental Endurance (Ex)** You can remain on the Planes of Air, Earth, Fire, or Water for up to 48 hours at a time. Failure to return to the Material Plane before that time expires causes you to take 1 point of damage per additional hour spent on the elemental plane, until you die or return to the Material Plane.

**Elemental Ray (Sp)** Ten times per day, you can unleash a ray of electricity as a standard action, targeting any foe within 30 feet as a ranged touch attack. This ray deals 1d6+3 electricity damage.

**Spell Critical (Su)** Whenever you successfully confirm a critical hit, you can cast a spell as a swift action. The spell must include the target of the attack as one of its targets or in its area of effect. Casting this spell does not provoke an attack of opportunity. You must still meet all of the spell's components and must roll for arcane spell failure if necessary.

**Telepathy (Su)** You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.