

ARCANIST LEVEL 7

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 7

LN Small humanoid (halfling)

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

DEFENSE

AC 15, touch 15, flat-footed 12 (+1 deflection, +2 Dex, +1 dodge, +1 size)

hp 45 (7d6+15)

Fort +6, **Ref** +7, **Will** +7 (+9 vs. fear)

OFFENSE

Speed 30 ft.

Melee mwk quarterstaff +4 (1d4-1)

Ranged light crossbow +6 (1d6/19-20)

Special Attacks arcane reservoir (6/day, max 10), consume spells, prescience 6/day

Arcanist Spells Prepared (CL 7th; concentration +12)

3rd (4/day)—*haste*, *fly*

2nd (5/day)—*glitterdust* (DC 17), *invisibility*, *mirror image*

1st (6/day)—*ear-piercing scream*^{UM} (DC 16), *liberating command*^{UC}, *obscuring mist*, *shield*, *vanish*^{APG}

0 (at will)—*acid splash*, *detect magic*, *ghost sound*, *light*, *message*, *prestidigitation*

STATISTICS

Str 8, **Dex** 14, **Con** 13, **Int** 20, **Wis** 8, **Cha** 16

Base Atk +3; **CMB** +1; **CMD** 14

Feats Dodge, Extra Arcanist Exploit^{ACG} (2), Reach Spell^{APG}, Toughness

Skills Appraise +9, Climb +2, Fly +13, Knowledge (arcana) +15, Knowledge (all others) +10, Linguistics +10, Perception +1, Spellcraft +15, Use Magic Device +13; **Armor Check Penalty** -0

Traits helpful^{MOG}, magic is life^{ACG}

Languages Ancient Osiriani, Common, Elven, Goblin, Halfling, Jistkan, Osiriani, Polyglot

SQ arcane exploits (arcane barrier, bloodline development [arcane], dimensional slide, potent magic, quick study, school understanding [divination (foresight)]), arcane bond (bonded item [*staff of embers*]), fearless, fleet of foot, halfling luck, keen senses, weapon familiarity

Combat Gear acid, *staff of embers*^{ACG}; **Other Gear** spell component pouch (2), *cloak of resistance* +2, *headband of vast intelligence* +2, *ring of climbing*, *ring of protection* +1, *rod of lesser extend metamagic*, *wand of cure light wounds* (10 charges), *wand of mage armor* (5 charges), backpack, waterskin, mwk quarterstaff, spellbook (contains all 0th-level spells; all prepared 1st-level spells plus *ant*

haul^{APG}, *color spray*, *comprehend languages*, *disguise self*, *enlarge person*, *expeditious retreat*, *grease*, *mount*, *protection from evil*, *reduce person*, and *unseen servant*; all prepared 2nd-level spells plus *alter self*, *bear's endurance*, *create pit*^{APG}, *false life*, *darkvision*, *knock*, *pyrotechnics*; all prepared 3rd-level spells plus *daylight*, *dispel magic*, *fireball*), 247 gp

SPECIAL ABILITIES

Arcane Barrier As a swift action, for 1 reservoir point, Enora can gain 10 extra temporary hit points for 7 minutes. The second time each day she uses this ability, it costs 2 reservoir points, then 3 points, and so on.

Arcane Bond Once per day while holding her staff, Enora can cast any spell in her spellbook that she is capable of casting. If she doesn't have her staff, 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 6 points in her reservoir, though she can fill it up to a maximum of 10 using consume spells. She can spend one point on a spell to increase the DC or caster level by 2.

Consume Spells Enora can spend a move action to expend a spell slot and gain a number of points to her arcane reservoir equal to the spell's level.

Dimensional Slide Enora can spend 1 reservoir point during a move or withdraw action to step through a dimensional rift, essentially spending 5 feet of movement to move dimensionally up to 70 feet away. The dimensional movement doesn't provoke attacks of opportunity, though the rest of the move provokes as normal.

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.

Prescience 6 times per day, at the beginning of her turn, Enora can roll a d20 and then use that dice result instead of rolling any time until her next turn.

Quick Study As a full-round action, Enora can spend one reservoir point to study her spellbook and swap one of her prepared spells for any other spell in her spellbook of equal level.

Reach Spell By casting a spell as a full-round action and using a spell slot one level higher than necessary, Enora can cast a melee touch spell at a range of 40 feet or a spell with a range of 40 feet at a range of 170 feet.

Rod of Lesser Extend Metamagic By holding this rod in hand, Enora can double the duration of three spells she casts each day.

School Understanding As a swift action, Enora gains a +3 bonus on initiative checks for 3 rounds and always acts on the surprise round during that time.

Staff of Embers Enora's bonded staff starts the scenario with 10 charges. She can use 1 charge to cast *produce flame* for 1d6+5



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damage, 2 charges to cast *scorching ray* to create two rays that deal 4d6 fire damage each, or 4 charges to cast *fireball* for 8d6 fire damage. Enora can recharge her staff once per day when preparing spells by expending a 3rd-level spells slot to regain 1 charge.

Acid Splash Enora makes a ranged attack at +6 to hit against touch AC. If she hits, it deals 1d3 acid damage.

Cure Light Wounds Enora's wand heals a touched target for 1d8+1 damage. Enora needs Use Magic Device to activate her wand.

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.

Ear-Piercing Scream Enora deals 3d6 sonic damage to a target within 40 feet and dazes it for a round. If it makes a DC 16 Fortitude save, it takes half damage and avoids being dazed.

Fireball Enora's staff can fire a small bead up to 720 feet away, at which point it bursts into a 20-foot-radius spread of flame (if it passes through a narrow opening before that distance, she must roll a ranged touch attack at a +7 to avoid hitting the wall and detonating early). The fireball deals 8d6 fire damage to all creatures and objects in the area (Reflex save DC 18 for half).

Fly A touched target gains a 60 foot fly speed and a +7 bonus to Fly checks (+20 total for Enora herself) for 7 minutes.

Ghost Sound Enora can make illusory noises as loud as up to twenty-eight humans in any spot within 40 feet for 7 rounds, but she can't create discernible speech.

Glitterdust Creatures in a 10-foot radius take a -40 to Stealth and lose the benefit of invisibility and the like for 7 rounds. They are also blinded if they fail a DC 17 Will save, but at the end of each of their turns, they can attempt the Will save again to end the blindness.

Haste Enora can grants to up to 7 targets within 40 feet of Enora and all within 30 feet of each other a +30 ft. enhancement bonus to movement speed, +1 to attack rolls, +1 to Reflex saves, a +1 dodge bonus to AC, and an extra attack at the highest bonus during any full attack. These benefits lasts for 7 rounds.

Invisibility A touched target vanishes for 7 minutes or until the target attacks. While invisible, the target gains +20 to Stealth (+40 if standing perfectly still). The first attack before becoming visible gains a +2 to hit (and the enemy likely loses its Dexterity bonus to AC).

Liberating Command As an immediate action, Enora can pick an ally within 40 feet. That ally can spend an immediate action to make an Escape Artist check with a +14 competence bonus to escape restraints, bindings, or grapples.

Light An object Enora touches sheds light for 70 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 70 minutes as long as they remain within 170 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).

Mirror Image 1d4+2 copies of Enora weave around her for 7 minutes. Any attack requiring an attack roll has an equal chance to hit and destroy each image, missing Enora, as it does to hit Enora (so with 3 images, there would be a 1 in 4 chance to hit Enora and a 3 in 4 chance of destroying an image). An attack that misses by 5 or less also destroys an image. If the enemy can't see the images, it is not fooled.

Obscuring Mist Enora calls forth a mist in a 20-foot-radius spread centered on her for 7 minutes or until a moderate or strong wind blows it away or a fire spell burns it away. Until then, the mist blocks vision (even darkvision). Attacks against adjacent creatures in the mist suffer a 20% miss chance from concealment, and creatures farther into the mist have total concealment (50% miss chance and can't be targeted by sight).

Produce Flame Enora's staff can create a ball of fire in her hand, and the flames create light like a torch and last 8 minutes. In addition to providing illumination, she can hurl the flames up to 120 feet (+7 ranged touch) or touch enemies with them (+1 melee touch). Either method deals 1d6+5 damage. No sooner do you hurl the flames than a new set appears in her hand. Each attack she makes reduces the remaining duration by 1 minute. If an attack reduces the remaining duration to 0 minutes or less, the spell ends after the attack resolves. To use this ability, Enora must succeed at a DC 20 Use Magic Device check.

Scorching Ray Enora's staff can blast her enemies with two searing beams of fire. The rays may be fired up to 45 feet at the same or different targets (+6 ranged touch), but they must be fired simultaneously. Each ray deals 4d6 points of fire damage.

Shield Enora gains a +4 shield bonus to AC for 7 minutes and becomes immune to *magic missile*.

Vanish One target Enora touches becomes invisible for 5 rounds or until the target attacks. See *invisibility* above for more details.

After touching a mysterious artifact that flooded her mind with magical revelations, Enora chose the pursuit of knowledge over the security of the life she'd known in atheist Rahadoum. She travels the Inner Sea in search of the secrets of lost empires whose magic surpassed that of even the most powerful modern archmages. Enora is cheerful and optimistic, but holds deep-seated anxiety about returning home and being outed as a follower of the god Nethys.



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