

# Xandra

Character Name  
 Arcanist (Magaambyan Initiate) 1  
 CLASS

# Vincent

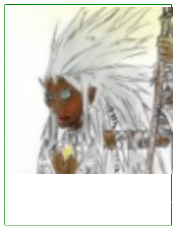
Player Name  
 Human (Zenj) / Humanoid  
 RACE

# Mwangi

Deity  
 Region  
 Medium / 5 ft.  
 SIZE / FACE

# Lawful Good

Alignment  
 93504-18  
 CHARACTER ID



1 (1/2)

Character Level (CR)

0 / 3

EXP/NEXT LEVEL

22

AGE

Femelle

GENDER

green

EYES

grey (dye), long

HAIR

Silver Crusade

Faction

FACTION

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	HP	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
<b>STR</b> Strength	10	+0	10	+0			8				Walk 30 ft.
<b>DEX</b> Dexterity	12	+1	12	+1			<b>AC</b> armor class	11	10	11	10
<b>CON</b> Constitution	12	+1	12	+1			<b>INITIATIVE</b> modifier	+1	+1	+0	
<b>INT</b> Intelligence	17	+3	17	+3			<b>Encumbrance</b>	Light			
<b>WIS</b> Wisdom	12	+1	12	+1							
<b>CHA</b> Charisma	15	+2	15	+2							

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP
<b>FORTITUDE</b> (constitution)	+1	+0	+1	+0	+0	+0	
<b>REFLEX</b> (dexterity)	+1	+0	+1	+0	+0	+0	
<b>WILL</b> (wisdom)	+3	+2	+1	+0	+0	+0	

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
<b>MELEE</b> attack bonus	+0	+0	+0	+0	+0	0	
<b>RANGED</b> attack bonus	+1	+0	+1	+0	+0	0	
<b>CMB</b> attack bonus	+0	+0	+0	+0			

	GRAPPLE	TRIP	DISARM	SUNDER	BULL RUSH	OVERRUN
<b>CMB</b>	+0	+0	+0	+0	+0	+0
<b>CMD</b>	11	11	11	11	11	11

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
(nonlethal only)	+0	1d3	20/x2	5 ft.

*Quarterstaff	HAND	TYPE	SIZE	CRITICAL	REACH
	deux armes	B/B	M	20/x2/2	5 ft.
TOTAL ATTACK BONUS	DAMAGE				
-8;-8	1d6/				

*Quarterstaff (Head 1 only)					
	HAND	TYPE	SIZE	CRITICAL	REACH
	deux armes	B	M	20/x2	5 ft.
	To Hit	Dam	To Hit	Dam	
1H-P	Indisponible	1d6	2W-P-(OH)	Indisponible	1d6
1H-O	Indisponible	1d6	2W-P-(OL)	-4	1d6
2H	+0	1d6	2W-OH	-8	1d6

*Quarterstaff (Head 2 only)					
	HAND	TYPE	SIZE	CRITICAL	REACH
	deux armes	B	M	20/x2	5 ft.
TOTAL ATTACK BONUS	DAMAGE				
+0	1d6				

\*: weapon is equipped  
 1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

TOTAL SKILLPOINTS: 6		SKILLS				MAX RANKS: 1/1
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER	
✓ Acrobatics	DEX	1	=	1		
✓ Appraise	INT	3	=	3		
✓ Bluff	CHA	2	=	2		
✓ Bluff (Fool someone)	CHA	3	=	2	+ 1	
✓ Bluff (fool someone)	CHA	3	=	2	+ 1	
✓ Climb	STR	0	=	0		
✓ Craft (Untrained)	INT	3	=	3		
✓ Diplomacy	CHA	7	=	2	+ 1 + 4	
✓ Disguise	CHA	2	=	2		
✓ Escape Artist	DEX	1	=	1		
✓ Fly	DEX	1	=	1		
✓ Heal	WIS	2	=	1	+ 1	
✓ Intimidate	CHA	2	=	2		
Knowledge (Arcana)	INT	7	=	3	+ 1 + 3	
Knowledge (Nature)	INT	7	=	3	+ 1 + 3	
✓ Perception	WIS	1	=	1		
✓ Perform (Untrained)	CHA	2	=	2		
✓ Profession (Herbalist)	WIS	5	=	1	+ 1 + 3	
✓ Ride	DEX	1	=	1		
✓ Sense Motive	WIS	1	=	1		
Spellcraft	INT	7	=	3	+ 1 + 3	
✓ Stealth	DEX	1	=	1		
✓ Survival	WIS	1	=	1		
✓ Swim	STR	0	=	0		
					+ +	
					+ +	

✓: can be used untrained. X: exclusive skills. \*: Skill Mastery.

Arcane Reservoir	
Points	□□□□
<p><b>Arcane Reservoir (Su):</b> You have an innate pool of magical energy that you can draw upon to fuel your arcanist exploits and enhance your spells. The arcane reservoir can hold a maximum of 4 points of magical energy. Each day, when preparing spells, your arcane reservoir fills with raw magical energy, gaining a number of points equal to 3. 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 arcane reservoir are used to fuel many of your arcanist 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. [Paizo Inc. - Advanced Class Guide, p.9]</p>	

Dagger		HAND	TYPE	SIZE	CRITICAL	REACH
		Porté	PS	M	19-20/x2	5 ft.
To Hit		Dam		To Hit		Dam
1H-P	+0	1d4	2W-P-(OH)	-6		1d4
1H-O	-4	1d4	2W-P-(OL)	-4		1d4
2H	+0	1d4	2W-OH	-8		1d4
10 ft.		20 ft.	30 ft.	40 ft.		50 ft.
TH	+1	-1	-3	-5		-7
Dam	1d4	1d4	1d4	1d4		1d4

Acid (Flask)		HAND	TYPE	SIZE	CRITICAL	REACH
		Porté	A	M	20/x2	5 ft.
10 ft.		20 ft.	30 ft.	40 ft.		50 ft.
TH	+1	-1	-3	-5		-7
Dam	1d6	1d6	1d6	1d6		1d6

**Special Properties:** Thrown splash weapon see p.202, Every creature within 5 feet of the point where the acid hits takes 1 point of acid damage from the splash.

Crossbow, Light		HAND	TYPE	SIZE	CRITICAL	REACH
		Porté	P	M	19-20/x2	5 ft.
Range: 30 ft.		To Hit: +1		Damage: 1d8		
80 ft.		160 ft.	240 ft.	320 ft.		400 ft.
TH	+1	-1	-3	-5		-7
Dam	1d8	1d8	1d8	1d8		1d8
480 ft.		560 ft.	640 ft.	720 ft.		800 ft.
TH	-9	-11	-13	-15		-17
Dam	1d8	1d8	1d8	1d8		1d8

EQUIPMENT				
ITEM	LOCATION	QTY	WT / COST	
Quarterstaff	Equipped	1	4 / 0	
Outfit (Scholar's)	Equipped	1	6 / 0	
Spell Component Pouch	Equipped	1	2 / 5	
Backpack, Common	Equipped	1	2 / 2	
1 lbs., 1 Inkpen, 10 Paper (Sheet), 1 Healer's Kit				
Inkpen	Backpack, Common	1	0 / 0.1	
Paper (Sheet)	Backpack, Common	10	0 (0) / 0.4 (4)	
hardness 0, 1 hit point, and break DC 5				
Healer's Kit	Backpack, Common	1	1 / 50	
□□□□ □□□□				
Bolts, Crossbow (10)	Equipped	1	1 / 1	
Dagger	Carried	1	1 / 2	
Acid (Flask)	Carried	1	1 / 10	
Thrown splash weapon see p.202, Every creature within 5 feet of the point where the acid hits takes 1 point of acid damage from the splash.				
Crossbow, Light	Carried	1	4 / 35	
Spellbook (Arcanist's/Blank)	Carried	1	3 / 15	
TOTAL WEIGHT CARRIED/VALUE		25 lbs.	124.1gp	

WEIGHT ALLOWANCE			
Light	33	Medium	66
Heavy	100	Push / Drag	500
Lift over head	100	Lift off ground	200

**MONEY**  
Total= 0 gp [Unspent Funds = 90.9 gp]

**MAGIC**

Missing Vacuous Vessel (level 0 spell from Black Market)

Second trait is Mwangi Herbal Tradition from Healer's Handbook, give +4 to heal when providing long-term care and Heal become a class skill.

Expanded Preparation is for highest spell level: At the moment feather fall

Halcyon Spell Lore:  
level 1: Cure Light Wounds

**Languages**  
Celestial, Common, Elven, Gnome, Polyglot

**Other Companions**

**Archetypes**

**Magaambyan Initiate** [Paizo Inc. - Arcane Anthology, p.16]

Aspiring students of the Magaambya often spend decades researching arcane magic while learning to follow in the footsteps of the academy's founder, Old-Mage Jatembe. Those particularly gifted in the art of sculpting spells are often schooled privately in the art of learning traditional, esoteric, and righteous spells with the hopes that such knowledge will pave the way for the initiate's acceptance into the school proper as a Magaambyan arcanist (Pathfinder Campaign Setting: Paths of Prestige 34). Many Magaambyan initiates find themselves overwhelmed by the school's extensive records of evils throughout the world, and some initiates end up leaving the Magaambya before completing their training to oppose such evils.

**Traits**

**Trustworthy** [Paizo Publishing - Ultimate Campaign, p.61]

People find it easy to put their faith in you. You gain a +1 trait bonus on Bluff checks made to fool someone. You also gain a +1 trait bonus on Diplomacy checks, and Diplomacy is always a class skill for you.

**Special Qualities**

**Arcane Reservoir (Su)** [Paizo Inc. - Advanced Class Guide, p.9]

You have an innate pool of magical energy that you can draw upon to fuel your arcanist exploits and enhance your spells. The arcane reservoir can hold a maximum of 4 points of magical energy. Each day, when preparing spells, your arcane reservoir fills with raw magical energy, gaining a number of points equal to 3. 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 arcane reservoir are used to fuel many of your arcanist 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.

**Arcanist Spells Prepared** [Paizo Inc. - Advanced Class Guide]

Spell slots per day - 1st = 3, 2nd = 0, 3rd = 0, 4th = 0, 5th = 0, 6th = 0, 7th = 0, 8th = 0, 9th = 0

**Aura of Good (Ex)** [Paizo Inc. - Arcane Anthology]

The power of a Magaambyan initiate's aura of good (see the detect good spell; Pathfinder RPG Core Rulebook 267) is equal to her class level.

**Bonus Feat** [Paizo Inc. - Core Rulebook, p.27]

Humans select one extra feat at 1st level.

**Flame Arc (Su)** [Paizo Inc. - Advanced Class Guide, p.11]

You can unleash an arc of flame by expending one point from your arcane reservoir. This creates a 30-foot line of flame that deals 1d6+2 points of fire damage to each target in the line. Creatures in the area of effect may attempt a Reflex saving throw (DC 12) to halve the damage.

**Halcyon Spell Lore (Su)** [Paizo Inc. - Arcane Anthology]

A Magaambyan initiate's studies of the philanthropic teachings of Old-Mage Jatembe allow her to cast a limited number of spells per day beyond those that she could normally prepare ahead of time. At each class level, she chooses one spell from the druid spell list or one spell with the good descriptor from the cleric spell list. The spell must be of a spell level that she can cast. She cannot choose a spell with this ability that already appears on her arcanist spell list. At 1st level, a Magaambyan initiate can cast a spell that she has chosen with this ability by expending a number of points from her arcane reservoir equal to half the spell's level (minimum 1) to expend a spell slot of the spell's level to cast the spell as if it were on her spell list and prepared. Upon reaching 4th level and at every even-numbered arcanist level after that, a Magaambyan initiate can choose to lose a spell that she has chosen with this ability in exchange for a new spell that meets the same requirements of the same spell level. This ability replaces the arcanist exploits gained at 1st, 9th, and 17th levels.

**Skilled** [Paizo Inc. - Core Rulebook, p.27]

Humans gain an additional skill rank at first level and one additional rank whenever they gain a level.

**Spell Mastery** [Paizo Inc. - Arcane Anthology]

At 5th level, a Magaambyan initiate gains Spell Mastery as a bonus feat. Her arcanist levels count as wizard levels for the purpose of satisfying Spell Mastery's prerequisites, both when selecting this bonus feat and when selecting feats gained from character advancement. If she uses her arcanist level to satisfy Spell Mastery's prerequisites, she can prepare spells selected with this feat as arcanist spells without referring to a spellbook, but not as wizard spells. The Magaambyan initiate may also choose to select Spell Mastery as a feat gained from character advancement, allowing her to select the feat multiple times.

In addition, if the Magaambyan initiate gains levels in the Magaambyan arcanist prestige class (Paths of Prestige 34), her prestige class levels stack with her arcanist levels for the purpose of determining the number of points in her arcane reservoir (though not the effectiveness of arcane exploits based on class level). A Magaambyan initiate who takes levels in Magaambyan arcanist and gains the spontaneous spell mastery class feature can use that ability to instantly lose one of her prepared spells and immediately prepare a different arcanist spell of the same level or lower that she has mastered with Spell Mastery, rather than spontaneous spell mastery's normal effect. She is still limited to the same number of times per day she can use spontaneous spell mastery.

This ability replaces the exploit gained at 5th level.

**Weapon and Armor Proficiency** [Paizo Inc. - Advanced Class Guide]

Arcanists are proficient with all simple weapons. They are not proficient with any type of armor or shield. Armor interferes with an arcanist's gestures, which can cause her spells with somatic components to fail

## Feats

### Expanded Preparation

[Paizo Inc. - Advanced Class Guide, p.146]

You can prepare more spells than other arcanists can.

You gain an extra spell prepared of the highest level you can currently cast as an arcanist when selecting this feat. This is in addition to the number of spells you can normally prepare from your spellbook. You can instead add two spells prepared, but both of these spells must be at least 1 level lower than the highest-level spell you can currently cast as an arcanist when selecting this feat. You must choose which benefit you gain when you take this feat, and the extra spells prepared do not change level when you gain access to higher-level spells.

### Extra Arcanist Exploit

[Paizo Inc. - Advanced Class Guide, p.146]

Your repertoire of arcanist exploits expands.

You gain one additional arcanist exploit. You must meet the prerequisites for this arcanist exploit.

Special: You can take this feat multiple times. Each time you do, you gain another arcanist exploit.

## Proficiencies

Battle Aspergillum, Bayonet, Blowgun, Boar Spear, Boarding Pike, Brass Knife, Brass Knuckles, Cestus, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Grapple, Hair, Hanbo, Hook Hand, Javelin, Khakkhara, Kumade, Kunai, Longspear, Mace (Heavy), Mace (Light), Mere Club, Morningstar, Quarterstaff, Rock, Shortspear, Sickle, Sling, Spear, Spear (Boar), Spells (Ray), Spells (Touch), Splash Weapon, Stake, Stonebow, Unarmed Strike, Underwater Crossbow (Heavy), Underwater Crossbow (Light), Weighted Spear

# Arcanist Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
PER DAY	4	2	—	—	—	—	—	—	—	—
Concentration	+4									

## LEVEL 0 / Per Day:4 / Caster Level:1

Name	School	Time	Duration	Range	Source
□□□□ <b>Acid Splash</b>	Conjuration, EarthSchool (Creation) [Acid]	1 standard action	Instantaneous	Close (25 ft.)	CR:p.239
<b>[V, S] TARGET:</b> One missile of acid; <b>EFFECT:</b> You fire a small orb of acid at the target. You must succeed on a ranged touch attack to hit your target. The orb deals 1d3 points of acid damage. This acid disappears after 1 round. <b>[SR:No]</b>					
□□□□ <b>Arcane Mark</b>	Universal	1 standard action	Permanent	Touch	CR:p.244
<b>[V, S] TARGET:</b> One personal rune or mark, all of which must fit within 1 sq. ft.; <b>EFFECT:</b> This spell allows you to inscribe your personal rune or mark, which can consist of no more than six characters. The writing can be visible or invisible. An arcane mark spell enables you to etch the rune upon any substance without harm to the material upon which it is placed. If an invisible mark is made, a detect magic spell causes it to glow and be visible, though not necessarily understandable. See invisibility, true seeing, a gem of seeing, or a robe of eyes likewise allows the user to see an invisible arcane mark. A read magic spell reveals the words, if any. The mark cannot be dispelled, but it can be removed by the caster or by an erase spell. If an arcane mark is placed on a living being, the effect gradually fades in about a month. Arcane mark must be cast on an object prior to casting instant summons on the same object [see that spell description for details]. <b>[SR:No]</b>					
□□□□ <b>Bleed</b>	Necromancy	1 standard action	Instantaneous	Close (25 ft.)	CR:p.249
<b>[V, S] TARGET:</b> One living creature; <b>EFFECT:</b> You cause a living creature that is below 0 hit points but stabilized to resume dying. Upon casting this spell, you target a living creature that has -1 or fewer hit points. That creature begins dying, taking 1 point of damage per round. The creature can be stabilized later normally. This spell causes a creature that is dying to take 1 point of damage. <b>[SR:Yes; DC:13, Will negates]</b>					
□□□□ <b>Dancing Lights</b>	Evocation [Light]	1 standard action	1 minute [D]	Medium (110 ft.)	CR:p.263
<b>[V, S] TARGET:</b> Up to four lights, all within a 10-ft.-radius area; <b>EFFECT:</b> Depending on the version selected, you create up to four lights that resemble lanterns or torches [and cast that amount of light], or up to four glowing spheres of light [which look like will-o'-wispis], or one faintly glowing, vaguely humanoid shape. The dancing lights must stay within a 10-foot-radius area in relation to each other but otherwise move as you desire [no concentration required]: forward or back, up or down, straight or turning corners, or the like. The lights can move up to 100 feet per round. A light winks out if the distance between you and it exceeds the spell's range. You can only have one dancing lights spell active at any one time. If you cast this spell while another casting is still in effect, the previous casting is dispelled. If you make this spell permanent, it does not count against this limit. Dancing lights can be made permanent with a permanency spell. <b>[SR:No]</b>					
□□□□ <b>Daze</b>	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	1 round	Close (25 ft.)	CR:p.264
<b>[V, S, M] TARGET:</b> One humanoid creature of 4 HD or less; <b>EFFECT:</b> This spell clouds the mind of a humanoid creature with 4 or fewer Hit Dice so that it takes no actions. Humanoids of 5 or more HD are not affected. A dazed subject is not stunned, so attackers get no special advantage against it. After a creature has been dazed by this spell, it is immune to the effects of this spell for 1 minute. <b>[SR:Yes; DC:13, Will negates]</b>					
□□□□ <b>Detect Magic</b>	Divination	1 standard action	Concentration, up to 1 minutes [D]	60 ft.	CR:p.267
<b>[V, S] TARGET:</b> Cone-shaped emanation; <b>EFFECT:</b> You detect magical auras. The amount of information revealed depends on how long you study a particular area or subject. 1st Round: Presence or absence of magical auras. 2nd Round: Number of different magical auras and the power of the most potent aura. 3rd Round: The strength and location of each aura. If the items or creatures bearing the auras are in line of sight, you can make Knowledge [arcana] skill checks to determine the school of magic involved in each. Make one check per aura: DC 15 + spell level, or 15 + 1/2 caster level for a nonspell effect. If the aura emanates from a magic item, you can attempt to identify its properties [see Spellcraft]. Magical areas, multiple types of magic, or strong local magical emanations may distort or conceal weaker auras. Aura Strength: An aura's power depends on a spell's functioning spell level or an item's caster level; see the accompanying table. If an aura falls into more than one category, detect magic indicates the stronger of the two. Lingering Aura: A magical aura lingers after its original source dissipates [in the case of a spell] or is destroyed [in the case of a magic item]. If detect magic is cast and directed at such a location, the spell indicates an aura strength of dim [even weaker than a faint aura]. How long the aura lingers at this dim level depends on its original power: Original Strength   Duration of Lingering Aura Faint   1d6 rounds Moderate   1d6 minutes Strong   1d6 x 10 minutes Overwhelming   1d6 days Outsiders and elementals are not magical in themselves, but if they are summoned, the conjuration spell registers. Each round, you can turn to detect magic in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it. Detect magic can be made permanent with a permanency spell. <b>[SR:No]</b>					
□□□□ <b>Detect Poison</b>	Divination	1 standard action	Instantaneous	Close (25 ft.)	CR:p.268
<b>[V, S] TARGET:</b> Or Area one creature, one object, or a 5-ft. cube; <b>EFFECT:</b> You determine whether a creature, object, or area has been poisoned or is poisonous. You can determine the exact type of poison with a DC 20 Wisdom check. A character with the Craft [alchemy] skill may try a DC 20 Craft [alchemy] check if the Wisdom check fails, or may try the Craft [alchemy] check prior to the Wisdom check. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it. <b>[SR:No]</b>					
□□□□ <b>Disrupt Undead</b>	Necromancy	1 standard action	Instantaneous	Close (25 ft.)	CR:p.273
<b>[V, S] TARGET:</b> Ray; <b>EFFECT:</b> You direct a ray of positive energy. You must make a ranged touch attack to hit, and if the ray hits an undead creature, it deals 1d6 points of damage to it. <b>[SR:Yes]</b>					
□□□□ <b>Flare</b>	Evocation [Light]	1 standard action	Instantaneous	Close (25 ft.)	CR:p.284
<b>[V] TARGET:</b> Burst of light; <b>EFFECT:</b> This cantrip creates a burst of light. If you cause the light to burst in front of a single creature, that creature is dazzled for 1 minute unless it makes a successful Fortitude save. Sightless creatures, as well as creatures already dazzled, are not affected by flare. <b>[SR:Yes; DC:13, Fortitude negates]</b>					
□□□□ <b>Ghost Sound</b>	Illusion (Figment)	1 standard action	1 rounds [D]	Close (25 ft.)	CR:p.289
<b>[V, S, M] TARGET:</b> Illusory sounds; <b>EFFECT:</b> Ghost sound allows you to create a volume of sound that rises, recedes, approaches, or remains at a fixed place. You choose what type of sound ghost sound creates when casting it and cannot thereafter change the sound's basic character. The volume of sound created depends on your level. You can produce as much noise as four normal humans per caster level [maximum 40 humans]. Thus, talking, singing, shouting, walking, marching, or running sounds can be created. The noise a ghost sound spell produces can be virtually any type of sound within the volume limit. A horde of rats running and squeaking is about the same volume as eight humans running and shouting. A roaring lion is equal to the noise from 16 humans, while a roaring dragon is equal to the noise from 32 humans. Anyone who hears a ghost sound receives a Will save to disbelieve. Ghost sound can enhance the effectiveness of a silent image spell. Ghost sound can be made permanent with a permanency spell. <b>[SR:No; DC:13, Will disbelief]</b>					
□□□□ <b>Haunted Fey Aspect</b>	Illusion (Glamer)	1 standard action	1 rounds [D]	Personal	UC:p.230
<b>[S] TARGET:</b> You; <b>EFFECT:</b> You surround yourself with disturbing illusions, making you look and sound like a bizarre, insane fey creature. You gain DR 1/cold iron against a single opponent until the end of the spell, or until you take damage.					
□□□□ <b>Light</b>	Evocation [Light, WoodSchool]	1 standard action	10 minutes	Touch	CR:p.304
<b>[V, M/DF] TARGET:</b> Object touched; <b>EFFECT:</b> This spell causes a touched object to glow like a torch, shedding normal light in a 20-foot radius, and increasing the light level for an additional 20 feet by one step, up to normal light [darkness becomes dim light, and dim light becomes normal light]. In an area of normal or bright light, this spell has no effect. The effect is immobile, but it can be cast on a movable object. You can only have one light spell active at any one time. If you cast this spell while another casting is still in effect, the previous casting is dispelled. If you make this spell permanent [through permanency or a similar effect], it does not count against this limit. Light can be used to counter or dispel any darkness spell of equal or lower spell level. <b>[SR:No]</b>					
□□□□ <b>Mage Hand</b>	Transmutation	1 standard action	Concentration	Close (25 ft.)	CR:p.306
<b>[V, S] TARGET:</b> One nonmagical, unattended object weighing up to 5 lbs.; <b>EFFECT:</b> You point your finger at an object and can lift it and move it at will from a distance. As a move action, you can propel the object as far as 15 feet in any direction, though the spell ends if the distance between you and the object ever exceeds the spell's range. <b>[SR:No]</b>					
□□□□ <b>Mending</b>	Transmutation [MetalsSchool]	10 minutes	Instantaneous	10 ft.	CR:p.312
<b>[V, S] TARGET:</b> One object of up to 1 lb.; <b>EFFECT:</b> This spell repairs damaged objects, restoring 1d4 hit points to the object. If the object has the broken condition, this condition is removed if the object is restored to at least half its original hit points. All of the pieces of an object must be repaired for this spell to function. Magic items can be repaired by this spell, but you must have a caster level equal to or higher than that of the object. Magic items that are destroyed [at 0 hit points or less] can be repaired with this spell, but this spell does not restore their magic abilities. This spell does not affect creatures [including constructs]. This spell has no effect on objects that have been warped or otherwise transmuted, but it can still repair damage done to such items. <b>[SR:Yes (harmless, object); DC:13, Will negates (harmless, object)]</b>					
□□□□ <b>Message</b>	Transmutation, AirSchool [Language-Deper]	1 standard action	10 minutes	Medium (110 ft.)	CR:p.313
<b>[V, S, F] TARGET:</b> 1 creature; <b>EFFECT:</b> You can whisper messages and receive whispered replies. Those nearby can hear these messages with a DC 25 Perception check. You point your finger at each creature you want to receive the message. When you whisper, the whispered message is audible to all targeted creatures within range. Magical silence, 1 foot of stone, 1 inch of common metal [or a thin sheet of lead], or 3 feet of wood or dirt blocks the spell. The message does not have to travel in a straight line. It can circumvent a barrier if there is an open path between you and the subject, and the path's entire length lies within the spell's range. The creatures that receive the message can whisper a reply that you hear. The spell transmits sound, not meaning; it doesn't transcend language barriers. To speak a message, you must mouth the words and whisper. <b>[SR:No]</b>					
□□□□ <b>Open/Close</b>	Transmutation	1 standard action	Instantaneous	Close (25 ft.)	CR:p.317
<b>[V, S, F] TARGET:</b> Object weighing up to 30 lbs. or portal that can be opened or closed; <b>EFFECT:</b> You can open or close [your choice] a door, chest, box, window, bag, pouch, bottle, barrel, or other container. If anything resists this activity [such as a bar on a door or a lock on a chest], the spell fails. In addition, the spell can only open and close things weighing 30 pounds or less. Thus, doors, chests, and similar objects sized for enormous creatures may be beyond this spell's ability to affect. <b>[SR:Yes (object); DC:13, Will negates (object)]</b>					
□□□□ <b>Prestidigitation</b>	Universal	1 standard action	1 hour	10 ft.	CR:p.325
<b>[V, S] TARGET:</b> See text; <b>EFFECT:</b> Prestidigitations are minor tricks that novice spellcasters use for practice. Once cast, a prestidigitiation spell enables you to perform simple magical effects for 1 hour. The effects are minor and have severe limitations. A prestidigitiation can slowly lift 1 pound of material. It can color, clean, or soil items in a 1-foot cube each round. It can chill, warm, or flavor 1 pound of nonliving material. It cannot deal damage or affect the concentration of spellcasters. Prestidigitiation can create small objects, but they look crude and artificial. The materials created by a prestidigitiation spell are extremely fragile, and they cannot be used as tools, weapons, or spell components. Finally, prestidigitiation lacks the power to duplicate any other spell effects. Any actual change to an object [beyond just moving, cleaning, or soiling it] persists only 1 hour. <b>[SR:No; DC:13, See text]</b>					
□□□□ <b>Ray of Frost</b>	Evocation, WaterSchool [Cold]	1 standard action	Instantaneous	Close (25 ft.)	CR:p.330
<b>[V, S] TARGET:</b> Ray; <b>EFFECT:</b> A ray of freezing air and ice projects from your pointing finger. You must succeed on a ranged touch attack with the ray to deal damage to a target. The ray deals 1d3 points of cold damage. <b>[SR:Yes]</b>					
□□□□ <b>Read Magic</b>	Divination	1 standard action	10 minutes	Personal	CR:p.330
<b>[V, S, F] TARGET:</b> You; <b>EFFECT:</b> You can decipher magical inscriptions on objects—books, scrolls, weapons, and the like—that would otherwise be unintelligible. This deciphering does not normally invoke the magic contained in the writing, although it may do so in the case of a cursed or trapped scroll. Furthermore, once the spell is cast and you have read the magical inscription, you are thereafter able to read that particular writing without recourse to the use of read magic. You can read at the rate of one page [250 words] per minute. The spell allows you to identify a glyph of warding with a DC 13 Spellcraft check, a greater glyph of warding with a DC 16 Spellcraft check, or any symbol spell with a Spellcraft check [DC 10 + spell level]. Read magic can be made permanent with a permanency spell.					
□□□□ <b>Resistance</b>	Abjuration	1 standard action	1 minute	Touch	CR:p.334
<b>[V, S, M/DF] TARGET:</b> Creature touched; <b>EFFECT:</b> You imbue the subject with magical energy that protects it from harm, granting it a +1 resistance bonus on saves. Resistance can be made permanent with a permanency spell. <b>[SR:Yes (harmless); DC:13, Will negates (harmless)]</b>					
□□□□ <b>Scrivener's Chant</b>	Transmutation	1 standard action	Concentration, up to 1 minutes	5 ft.	SOS:p.17
<b>[V, S, M] TARGET:</b> One or more written objects; <b>EFFECT:</b> This spell imbues a quill with animate energy and rapidly transcribes words from one page to another. The quill copies a written work at the rate of one normal-sized page per minute. The Linguistics skill can be used to make a convincing copy, but otherwise the reproduction is written in the hand of the caster. You must concentrate upon the material being duplicated for the spell's duration and provide new blank pages as required. The scrivener's chant requires blank paper and a quill or other writing materials, in addition to the material components. This spell cannot duplicate magical writing [including spells and magical scrolls], though it can duplicate non-magical writing from a magical source. <b>[SR:Yes (object); DC:13, Will (harmless, object)]</b>					
□□□□ <b>Spark</b>	Evocation, FireSchool [Fire]	1 standard action	Instantaneous	Close (25 ft.)	APG:p.246
<b>[V or S] TARGET:</b> one Fine object; <b>EFFECT:</b> You can make an unattended Fine flammable object catch on fire. This works as if you were using flint and steel except that you can use spark in any sort of weather and it takes much less time to actually ignite an object. <b>[SR:Yes (object); DC:13, Fortitude negates (object)]</b>					

\* =Domain/Specialty Spell

## Arcanist Spells

**Touch of Fatigue** Necromancy 1 standard action 1 rounds Touch CR:p.360

[V, S, M] **TARGET:** Creature touched; **EFFECT:** You channel negative energy through your touch, fatiguing the target. You must succeed on a touch attack to strike a target. The subject is immediately fatigued for the spell's duration. This spell has no effect on a creature that is already fatigued. Unlike with normal fatigue, the effect ends as soon as the spell's duration expires. [SR:Yes; DC:13, Fortitude negates]

### LEVEL 1 / Per Day:2 / Caster Level:1

**Color Spray** Illusion (Pattern) [Mind-Affecting] 1 standard action Instantaneous; see text 15 ft. CR:p.256

[V, S, M] **TARGET:** Cone-shaped burst; **EFFECT:** A vivid cone of clashing colors springs forth from your hand, causing creatures to become stunned, perhaps also blinded, and possibly knocking them unconscious. Each creature within the cone is affected according to its HD. 2 HD or less: The creature is unconscious, blinded, and stunned for 2d4 rounds, then blinded and stunned for 1d4 rounds, and then stunned for 1 round. [Only living creatures are knocked unconscious.] 3 or 4 HD: The creature is blinded and stunned for 1d4 rounds, then stunned for 1 round. 5 or more HD: The creature is stunned for 1 round. Sightless creatures are not affected by color spray. [SR:Yes; DC:14, Will negates]

**Endure Elements** Abjuration 1 standard action 24 hours Touch CR:p.277

[V, S] **TARGET:** Creature touched; **EFFECT:** A creature protected by endure elements suffers no harm from being in a hot or cold environment. It can exist comfortably in conditions between -50 and 140 degrees Fahrenheit without having to make Fortitude saves. The creature's equipment is likewise protected. Endure elements doesn't provide any protection from fire or cold damage, nor does it protect against other environmental hazards such as smoke, lack of air, and so forth. [SR:Yes (harmless); DC:14, Will negates (harmless)]

**Enlarge Person** Transmutation 1 round 1 minutes [D] Close (25 ft.) CR:p.277

[V, S, M] **TARGET:** One humanoid creature; **EFFECT:** This spell causes instant growth of a humanoid creature, doubling its height and multiplying its weight by 8. This increase changes the creature's size category to the next larger one. The target gains a +2 size bonus to Strength, a -2 size penalty to Dexterity [to a minimum of 1], and a -1 penalty on attack rolls and AC due to its increased size. A humanoid creature whose size increases to Large has a space of 10 feet and a natural reach of 10 feet. This spell does not change the target's speed. If insufficient room is available for the desired growth, the creature attains the maximum possible size and may make a Strength check [using its increased Strength] to burst any enclosures in the process. If it fails, it is constrained without harm by the materials enclosing it; the spell cannot be used to crush a creature by increasing its size. All equipment worn or carried by a creature is similarly enlarged by the spell. Melee weapons affected by this spell deal more damage [see Table: Tiny and Large Weapon Damage]. Other magical properties are not affected by this spell. Any enlarged item that leaves an enlarged creature's possession [including a projectile or thrown weapon] instantly returns to its normal size. This means that thrown and projectile weapons deal their normal damage. Magical properties of enlarged items are not increased by this spell. Multiple magical effects that increase size do not stack. Enlarge person counters and dispels reduce person. Enlarge person can be made permanent with a permanency spell. [SR:Yes; DC:14, Fortitude negates]

**Feather Fall** Transmutation, AirSchool 1 immediate action Until landing or 1 rounds Close (25 ft.) CR:p.281

[V] **TARGET:** 1 Medium or smaller free-falling objects or creatures, no two of which may be more than 20 ft. apart; **EFFECT:** The affected creatures or objects fall slowly. Feather fall instantly changes the rate at which the targets fall to a mere 60 feet per round [equivalent to the end of a fall from a few feet], and the subjects take no damage upon landing while the spell is in effect. When the spell duration expires, a normal rate of falling resumes. The spell affects one or more Medium or smaller creatures [including gear and carried objects up to each creature's maximum load] or objects, or the equivalent in larger creatures: a Large creature or object counts as two Medium creatures or objects, a Huge creature or object counts as four Medium creatures or objects, and so forth. This spell has no special effect on ranged weapons unless they are falling quite a distance. If the spell is cast on a falling item, the object does half normal damage based on its weight, with no bonus for the height of the drop. Feather fall works only upon free-falling objects. It does not affect a sword blow or a charging or flying creature. [SR:Yes (object); DC:14, Will negates (harmless) or Will negates (object);]

**Monkey Fish** Transmutation 1 standard action 1 minutes [D] Personal ACG:p.188

[V, S] **TARGET:** you; **EFFECT:** Your hands and feet alter to make you better at climbing and swimming. You gain a 10 foot climb speed and swim speed. This spell has no effect if you are wearing medium or heavy armor or carrying a medium or heavy load.

**Protection from Evil** Abjuration [Good] 1 standard action 1 minutes [D] Touch CR:p.327

[V, S, M/DF] **TARGET:** Creature touched; **EFFECT:** This spell wards a creature from attacks by evil creatures, from mental control, and from summoned creatures. It creates a magical barrier around the subject at a distance of 1 foot. The barrier moves with the subject and has three major effects. First, the subject gains a +2 deflection bonus to AC and a +2 resistance bonus on saves. Both these bonuses apply against attacks made or effects created by evil creatures. Second, the subject immediately receives another saving throw [if one was allowed to begin with] against any spells or effects that possess or exercise mental control over the creature [including enchantment [charm] effects and enchantment [compulsion] effects]. This saving throw is made with a +2 morale bonus, using the same DC as the original effect. If successful, such effects are suppressed for the duration of this spell. The effects resume when the duration of this spell expires. While under the effects of this spell, the target is immune to any new attempts to possess or exercise mental control over the target. This spell does not expel a controlling life force [such as a ghost or spellcaster using magic jar], but it does prevent them from controlling the target. This second effect only functions against spells and effects created by evil creatures or objects, subject to GM discretion. Third, the spell prevents bodily contact by evil summoned creatures. This causes the natural weapon attacks of such creatures to fail and the creatures to recoil if such attacks require touching the warded creature. Summoned creatures that are not evil are immune to this effect. The protection against contact by summoned creatures ends if the warded creature makes an attack against or tries to force the barrier against the blocked creature. Spell resistance can allow a creature to overcome this protection and touch the warded creature. [SR:No; see text; DC:14, Will negates (harmless)]

\* =Domain/Specialty Spell

## Prepared Spell List: Prepared Spells

### Arcanist

#### Level 0

- Acid Splash
- Detect Magic
- Disrupt Undead
- Light

#### Level 1

- Color Spray (DC:14)
- Protection from Evil (DC:14)

## Spell Book: Spellbook (Arcanist's/Blank)

### Arcanist

#### Level 0

- Acid Splash
- Arcane Mark
- Bleed (DC:13)
- Dancing Lights
- Daze (DC:13)
- Detect Magic
- Detect Poison
- Disrupt Undead
- Flare (DC:13)
- Ghost Sound (DC:13)
- Haunted Fey Aspect
- Light
- Mage Hand
- Mending (DC:13)
- Message
- Open/Close (DC:13)
- Prestidigitation (DC:13)
- Ray of Frost
- Read Magic
- Resistance (DC:13)
- Scrivener's Chant (DC:13)
- Spark (DC:13)
- Touch of Fatigue (DC:13)

#### Level 1

- Color Spray (DC:14)
- Endure Elements (DC:14)
- Enlarge Person (DC:14)
- Feather Fall (DC:14)
- Monkey Fish
- Protection from Evil (DC:14)

# Xandra

Human (Zenj)

RACE

22

AGE

Femelle

GENDER

VISION

Lawful Good

ALIGNMENT

Droite

DOMINANT HAND

0' 0"

HEIGHT

0 lbs.

WEIGHT

green

EYE COLOUR

dark brown

SKIN COLOUR

grey (dye), long

HAIR / HAIR STYLE

PHOBIAS

PERSONALITY TRAITS

INTERESTS

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

Mwangi Expanse

REGION

DEITY

Humanoid

Race Type

Race Sub Type

**Description:**

**Biography:**

