

**Name:** Doctor Boem Tovenaar **Level:** 8 **PFS#:** 14034-59

**Initiative:** +3 [+2 if > 0 grit/luck]

**AC:** 14 (Touch 13, FF 11)

**CMB:** +2 **CMD:** 15 (12 FF)

**Fort:** +6 **Reflex:** +10 **Will:** +13 [+4 vs Fear] [Immediate: Opportunist Evasion] [2 inspiration: +1d6]

**BAB:** +4 **Speed:** 30' **Touch:** +2 **Ranged Touch:** +7

**Performance Combat:** +4

**Languages:** Abyssal, Aklo, Ancient Osiriani, Aquan, Auran, Azlanti, Celestial, Cyclops, Draconic, Elven, Ignan, Infernal, Sylvan, Taldane, Terran, Thassilonian, Tien, Vudrani

**HP:** 61

**Before Scenario:**

**3 Master Librarian** OOO | Requisition up to three items (no wands or multi-spell scrolls) worth up to 1000 gp

**Per-session Abilities:**

**1 Reroll** O | Reroll at +4

**1 Enduring Scholar** O | Once per scenario +4 to save vs spell (decide before rolling)

**1 Magical Tinkerer** O | Once per scenario +2 UMD (or total +19 if higher)

**Per-day Abilities:**

**3 Consume Spells** OOO | Turn a spell into [spell level] arcane pool points

**4 Grit/Luck** OOOO | Shenanigans with skills and special manoeuvres

**6 Touch of Rage** OOOOO O | Touch for +1 morale bonus to hit damage and will saves, 1 round

**6 Versatile Evocation** OOOOO O | Switch evocation spell damage type to/from acid, cold, electricity, fire

**7 Inspiration** OOOOO OO | Shenanigans with skills and saves

**11 Arcane Reservoir** OOOOO OOOOO O | Shenanigans with spells

**Wizard CL:** 1 **DC:** 17+spell level **Concentration:** +8 (+13 total to cast defensively)

**1 Wizard level 1 spells (DC 18):**

**Pick three:**  O Abundant Amunition  O Ant Haul,  O Aphasia [costs 2],  
 O Burning Hands (+1 point per die) [costs 2],  O Comprehend Languages,  **O Crafter's Fortune**,  
 O Cultural Adaptation,  Detect Magic,  O Detect Secret Doors,  O Disguise Self [costs 2],  
 O Endure Elements,  O Enlarge Person,  Erase,  O Expeditious Retreat,  **O Feather Fall**,  
 O Floating Disk [costs 2],  O Grease,  O Identify,  O Kreighton's Perusal,  **O Liberating Command**,  
 O Mage Armor,  O Magic Missile (+1 point per die) [costs 2],  O Mindlink,  O Mount,  
 O Ray of Enfeeblement (+1 point per die) [costs 2],  O Read Magic,  O Shield,  
 O Shocking Grasp (+1 point per die) [costs 2],  O Snowball (+1 point per die),  O Speak Local Language,  
 O Sure Casting,  O True Strike,  O Unseen Servant,  O Vanish [costs 2]

**Arcanist CL:** 10 **DC:** 17+spell level **Concentration:** +17 (+22 total to cast defensively)

**X Arcanist level 0 spells (DC 17):**

**Pick eight:**  Acid Splash (+1 point per die),  Arcane Mark,  Bleed,  Dancing lights,  Daze,  
 **Detect Magic**,  Detect poison,  Disrupt Undead,  Flare,  **Ghost Sound**,  Light,  Mage Hand,  
 **Mending**,  **Message**,  **Open/Close**,  **Prestidigitation**,  Ray of Frost (+1 point per die)\*,  **Read Magic**,  
 Resonance,  **Touch of Fatigue**

**6+2 Arcanist level 1 spells (DC 18):** OOOOO O + **2 Runestones of Power** OO

**Pick four:**  Abundant Amunition,  Ant Haul,  Aphasia,  **Burning Hands (+1 point per die) \***,  
 Comprehend Languages,  Crafter's Fortune,  Cultural Adaptation,  Detect Secret Doors,  Disguise Self,  
 Endure Elements,  Enlarge Person,  Erase,  Expeditious Retreat,  Feather Fall,  Floating Disk,  Grease,  
 Identify,  Kreighton's Perusal,  Liberating Command,  Mage Armor,  **Magic Missile (+1 point per die)**,  
 Mindlink,  Mount,  Ray of Enfeeblement (+1 point per die),  Shield,  Shocking Grasp (+1 point per die)\*,  
 **Snowball (+1 point per die)\***,  Speak Local Language,  **Sure Casting**,  True Strike,  Unseen Servant,  
 **Vanish**

**6 Arcanist level 2 spells (DC 19):** OOOOO O

**Pick two:**  Acid Arrow (+1 point per die),  Blindness / Deafness,  
 Burning Hands Intensified (+1 point per die)\*,  Create Pit,  Create Treasure Map,  
 Endure Elements Communal,  **Glitterdust**,  Gust of Wind,  Invisibility,  Locate Object,  
 Magic Missile Intensified (+1 point per die),  Make Whole,  Mirror Image,  Reloading Hands,  
 Resist Energy,  **Scorching Ray (+1 point per die)\***,  See Invisibility,  
 Snowball Intensified (+1 point per die)\*,  Touch of Idiocy,  **Web**

**6 Arcanist level 3 spells (DC 20):** OOOOO O

**Pick two:**  Clairaudience/Clairvoyance,  Darkvision Communal,  Daylight,  Dispel Magic,  
 Fireball (+1 point per die)\*,  Flame Arrow (+1 point per die),  Fly,  Force Punch, (+1 point per die)  
 Gaseous Form,  **Haste**,  Heroism,  Invisibility Sphere,  Magic Circle Against Evil,  
 Pellet Blast (+1 point per die),  Protection from Energy,  Resist Energy Communal,  Shrink Item,  
 **Shocking grasp Intensified Reach (+1 point per die)\***,  Tiny Hut,  Tongues,  
 Vampiric Touch (+1 point per die),  Versatile Weapon,  Water Breathing

**3 Arcanist level 4 spells (DC 21):** OOO

**Pick one:** [ ] Acid Pit (+1 point per die), [ ] Arcane Eye, [ ] Ball Lightning (+1 point per die)\*,  
[ ] Black Tentacles (+1 point per die), [ ] Confusion, [ ] Dimension Door, [ ] Greater False Life, [ ] Greater Invisibility,  
[ ] Locate Creature, [ ] Greater Make Whole, [ ] Minor Creation, [ ] Protection from Energy Communal, [ ] Srying,  
[ ] Wall of Fire, [ ] **Reach Vampiric Touch (+1 point per die)**

**Limited Use Items:**

**Alchemists Fire [4]:** OOOO  
**Wand of Alter Self [12]:** OOOOO OOOOO OOO  
**Wand of Alter Winds [6]:** OOOOO O  
**Wand of Cure Light Wounds [34]:** OOOOO OOOOO OOOOO OOOOO OOOOO OOOOO OOOO  
**Wand of Infernal Healing [39]:** OOOOO OOOOO OOOOO OOOOO OOOOO OOOOO OOOOO OOOO  
**Wand of Keep Watch [45]:** OOOOO OOOOO OOOOO OOOOO OOOOO OOOOO OOOOO OOOOO OOOOO  
**Wand of Endure Elements [46]:** OOOOO OOOOO OOOOO OOOOO OOOOO OOOOO OOOOO OOOOO  
OOOOO O  
**Wand of Heightened Awareness [41]:** OOOOO OOOOO OOOOO OOOOO OOOOO OOOOO OOOOO OOOOO  
O  
**Wand of Mage Armor [34]:** OOOOO OOOOO OOOOO OOOOO OOOOO OOOOO OOOO  
**Wand of Resist Energy [5]:** OOOOO  
**Wand of Lesser Restoration [7]:** OOOOO OOO  
**Wand of Share Language [35]:** OOOOO OOOOO OOOOO OOOOO OOOOO OOOOO OOOOO  
**Wand of Shield [38]:** OOOOO OOOOO OOOOO OOOOO OOOOO OOOOO OOOOO OOO  
**Wand of Touch of the Sea [9]:** OOOOO OOOO

<b>Str:</b> -2	<b>Acrobatics:</b> +16 [1 luck +1d6] [1 inspiration +1d6]	<b>Heal:</b> +3 [1 inspiration +1d6]	<b>Linguistics:</b> +20 [>0 inspiration +1d6] [+5 Detect Forgeries]
<b>Dex:</b> +3	<b>Appraise:</b> +11 [1 inspiration +1d6]	<b>Intimidate:</b> +7 [1 inspiration +1d6]	<b>Perception:</b> +12 [Trapfinding +1] [>0 inspiration +1d6]
<b>Con:</b> +1	<b>Bluff:</b> +7 [1 inspiration +1d6]	<b>Knowledge Arcana:</b> +20 [>0 inspiration +1d6]	<b>Perform [all]:</b> +7 [1 inspiration +1d6]
<b>Int:</b> +7	<b>Climb:</b> +2 [1 luck +1d6] [1 inspiration +1d6]	<b>Knowledge Dungeoneering:</b> +11 [>0 inspiration +1d6]	<b>Profession [all]:</b> +5 [1 inspiration +1d6]
<b>Wis:</b> -1	<b>Craft Alchemy:</b> +22 [1 inspiration +1d6]	<b>Knowledge Engineering:</b> +11 [>0 inspiration +1d6]	<b>Ride:</b> +7 [1 luck +1d6] [1 inspiration +1d6]
<b>Cha:</b> +3	<b>Craft Traps:</b> +18 [1 inspiration +1d6]	<b>Knowledge Geography:</b> +11 [>0 inspiration +1d6]	<b>Sense Motive:</b> +3 [1 inspiration +1d6]
	<b>Craft [all]:</b> +13 [1 inspiration +1d6]	<b>Knowledge History:</b> +11 [006: +2 Taldor] [>0 inspiration +1d6]	<b>Sleight of Hand:</b> +7 [1 inspiration +1d6]
	<b>Diplomacy:</b> +7 [1 inspiration +1d6] [015 +1 vs Humanoids Katheer]	<b>Knowledge Local:</b> +11 [>0 inspiration +1d6]	<b>Spellcraft:</b> +25 [>0 inspiration +1d6]
	<b>Disable Device:</b> +24 [1 inspiration +1d6]	<b>Knowledge Nature:</b> +20 [>0 inspiration +1d6]	<b>Stealth:</b> +7 [1 inspiration +1d6]
	<b>Disguise:</b> +7 [1 inspiration +1d6]	<b>Knowledge Nobles:</b> +11 [>0 inspiration +1d6]	<b>Survival:</b> +3 [+2 to avoid becoming lost] [1 inspiration +1d6]
	<b>Escape Artist:</b> +7 [1 luck +1d6] [1 inspiration +1d6]	<b>Knowledge Planes:</b> +20 [>0 inspiration +1d6]	<b>Swim:</b> +2 [1 luck +1d6] [1 inspiration +1d6]
	<b>Fly:</b> +7 [1 luck +1d6] [1 inspiration +1d6]	<b>Knowledge Religion:</b> +15 [>0 inspiration +1d6]	<b>Use Magic Device:</b> +20 [1 inspiration +1d6] [Magical Tinkerer add +2]
	<b>Handle Animal:</b> +7 [1 inspiration +1d6]	<b>Knowledge [all]:</b> +11 [1 inspiration +1d6]	

**Always on:**

Comprehend written languages

Darkvision 60'

Light Sensitivity: Dazzled within Bright Light (eg. daylight spell or bright sunlight) [-1 penalty to attack rolls and sight-based perception checks]

When spellcasting, +1 hit point damage per die rolled.

Regain one Luck/Grit point when rolling a 20 on Knowledge or Sense Motive, or when rolling a 6 on an Inspiration die.

**Before Scenario:**

OOO **Arnisant Museum Patron** [006]: Get a weapon, shield, or suit of armor with a +1, +2, or +3 bonus.

O **Duskwarden's Favor** [008]: Cross off boon to gain Ranger's Favored Terrain (underground) for the rest of the scenario.

**Immediate Action:**

**Opportunistic Evasion:** When a sleuth succeeds at a Reflex saving throw against an effect that still deals damage on a successful save, he can spend 1 luck point as an immediate action to instead take no damage for that effect.

Spend two **Inspiration** to add 1d6 to a Saving Throw or Attack Roll

O **Perfect Defense** [017]: Cross boon off, +4 CMD til end of next turn

OOO **Skill Boon** [019]: Cross one box, reroll skill check.

**Free actions:**

Spend 1 point from his **Arcane Reservoir** to increase the DC or caster level of one spell by +1; no more than one point may be used this way.

Spend 1 **Versatile Evocation** to change the energy type of an evocation spell from Air, Earth, Fire, or Water to Air, Earth, Fire, or Water.

O **Zepha's Blessing** [010]: Cross boon off before rolling to add a +2 sacred bonus to any d20.

O **Werewolf's Resilience** [016]: Cross boon off, DR5/Silver rounds = level.

**Swift actions:**

**Mage Bullets:** A spellslinger is adept at transferring spell energy into his *arcane gun* attacks. As a swift action, he can sacrifice a spell and transform that energy into a weapon bonus equal to the level of the spell sacrificed on a single barrel of his firearm. With that weapon bonus the spellslinger can apply any of the following to his arcane bond: enhancement bonuses (up to +5) and *dancing, defending, distance, flaming, flaming burst, frost, ghost touch, icy burst, merciful, seeking, shock, shocking burst, spell storing, thundering, vicious, and wounding*. The effect of the mage bullets ability lasts for a number of minutes equal to the level of the spell sacrificed, or until this ability is used again to assign the barrel different enhancements.

**Move actions:**

**Consume Spells:** An arcanist can expend an available arcanist spell slot, making it unavailable for the rest of the day, just as if she had used it to cast a spell, using one use of **Consume Spells**. Doing this adds a number of points to her arcane reservoir equal to the level of the spell slot consumed. She cannot consume cantrips (0 level spells) in this way. Points gained in excess of the reservoir's maximum are lost.

**Quick Clear:** if the gunslinger spends 1 grit point to perform this deed, she can perform quick clear as a move-equivalent action. The gunslinger can remove the broken condition from a single firearm she is currently wielding, as long as that condition was gained by a firearm misfire.

**Reload:** Reloading a pistol with an alchemical cartridge is a move action.

**Light:** Use Wayfinder to cast light

**Handy Haversack:** Remove an item from the handy haversack without provoking an attack of opportunity.

**Standard action:**

O **New Recruit** (005): Get J to cast a spiritualist spell up to 1/3 of own level (1), at caster level equal to level-3 minimum 2 (2).

OOO **Students of the twelve Rites** [007]: Check one box to use Feather Fall as a spell-like ability (at character level), check two boxes to use levitate, mirror image, or spider climb as a spell-like ability (at character level), or at level 5 check three boxes to use dispel magic as a spell-like ability (at character level).

OOO **Storm Rider** [013]: Check one box to cast Endure Elements on self, with caster level of character level.

O **Pig-Dragon Polymorph** Potion [014]: Feed to a creature of the animal type, to transform for 1 minute.

OOO **Master of Dreams** [020]: As a spell-like ability, cast (at own level with Int for DC) one of Lullaby, Restful Sleep, Deep Slumber, Nap Stack, Sleepwalk, Dream, or Nightmare.

**Touch of Rage:** Use one use of **touch of rage** to grant a touched creature a +1 morale bonus to attack damage and will saves for one round.

**Arcane Gun:** A spellslinger can cast any ranged touch attack, cone, line, or ray spells through his arcane gun. When he casts through the arcane gun, the gun's enhancement bonus (if any) is a bonus to the spell's attack rolls or to the spell's saving throw DCs. Yet there are dangers inherent to this method. If any of the spells' attack rolls result in a natural 1 (a misfire), or a natural 20 is rolled on any saving throw made against the spell by a target (an overload), the arcane gun gains the broken condition. If the arcane gun already has the broken condition, the gun explodes. When a gun explodes, it lets loose a blast of force, or if the spell has the acid, cold, electricity, or sonic descriptor, it deals that type of energy damage instead. In the case of spells with multiple descriptors, roll randomly among the descriptors to determine the type of damage dealt by the blast. The blast is centered on a single intersection within the spellslinger's space (spellslinger's choice) and deals 1d6 points of the appropriate energy damage or force damage per level of the spell cast. Any creature within the blast other than the spellslinger can make a Reflex saving throw to halve the damage. The Reflex save DC is calculate using the spell level of the spell being sacrificed.

**Quick Clear:** The gunslinger can remove the broken condition from a single firearm she is currently wielding, as long as that condition was gained by a firearm misfire. The gunslinger must have at least 1 grit point to perform this deed.

**Reload:** Reloading a pistol with powder and bullet is a standard action.

**Melee Touch:** +2

**Ranged Touch:** +7

**Ranged Masterwork "Battered" Pistol:** +8 to hit 1d8 (20/x4) B/P 20' Misfire [1] ([1-2] with an alchemical cartridge) **Crit threat with arcane gun 20/x3**

**Dagger:** +2 to hit 1d4-2 (19-20/x2) P/S

**Ranged Dagger:** +7 to hit 1d4-2 (19-20/x2) P/S 10'

**CMB:** +2

**50 Adamantine Firearm Bullet:** OOOOO OOOOO OOOOO OOOOO OOOOO OOOOO OOOOO OOOOO OOOOO OOOOO

**50 Cold Iron Firearm Bullet:** OOOOO OOOOO OOOOO OOOOO OOOOO OOOOO OOOOO OOOOO OOOOO OOOOO OOOOO

**30 Firearm Bullet:** OOOOO OOOOO OOOOO OOOOO OOOOO OOOOO

**28 Black Powder:** OOOOO OOOOO OOOOO OOOOO OOOOO OOO

**8 Paper Cartridges:** OOOOO OOO

**4 Alchemical Flare Cartridge:** OOOO Target blinded reduced to dazzled with DC 15 fort), creatures within 20' dazzled if they don't make a DC 15 fort.

**Full Round action:**

Cast spell, spontaneously adding Intensify or ReachMetamagic (+1)

Quick study, trade out spell, spending 1 arcane pool point.

Long Checks:

O **Subconscious Insight** [020]: Cross boon off after resting 8 hours, to reroll an Appraise, Knowledge, Perception, or Sense Motive attempted on the previous day; keep prior roll of higher.