

Krysa Sýr-výrobce (Kree-sa Seer-vyeer-ob-tsa)



Player: Scott David Gray

Male Ratfolk Arcanist 1 - CR 1/2

Lawful Neutral Humanoid (Ratfolk); Deity: **Diabolism**; Age: 15; Height: 4' 3"; Weight: 89lb.

Ability	Score	Modifier	Temporary
STR STRENGTH	10	0	
DEX DEXTERITY	14	+2	
CON CONSTITUTION	14	+2	
INT INTELLIGENCE	18	+4	
WIS WISDOM	7	-2	
CHA CHARISMA	14	+2	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+2 =		+2				
REFLEX (DEXTERITY)	+2 =		+2				
WILL (WISDOM)	+0 =	+2	-2				

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 13 =			+2	+1				

Touch AC	Flat-Footed AC	BAB	Strength	Size	Misc
13	11				

CM Bonus	BAB	Strength	Dexterity	Size
-1 =	-	+0	-1	-

CM Defense	BAB	Strength	Dexterity	Size
11 = 10	-	+0	+2	-1

Base Attack	HP
+0	8

Initiative	Damage / Current HP
+2	

Speed
20 ft

Sickle

Main hand: **+1, 1d4** Crit: x2
 Main w/ offhand: **-5, 1d4** Light, S, Trip
 Main w/ light off.: **-3, 1d4**
 Offhand: **-7, 1d4**

Unarmed strike

Main hand: **+1, 1d2 nonlethal** Crit: x2
 Main w/ offhand: **-5, 1d2 nonlethal** Light, B, Nonlethal
 Main w/ light off.: **-3, 1d2 nonlethal**
 Offhand: **-7, 1d2 nonlethal**



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+2	DEX (2)	-	
Appraise	+4	INT (4)	-	
Bluff	+2	CHA (2)	-	
Climb	+0	STR (0)	-	
Craft (Cheesemaker)	+10	INT (4)	1	
Diplomacy	+2	CHA (2)	-	
Provincial: -2 vs. all creatures of different religion or alignment than you				
Disable Device	+7	DEX (2)	1	
Disguise	+2	CHA (2)	-	
Escape Artist	+2	DEX (2)	-	
Fly	+4	DEX (2)	-	
Handle Animal	-	CHA (2)	-	
Rodent Empathy: +4 bonus to influence rodents				
Heal	-2	WIS (-2)	-	
Intimidate	+2	CHA (2)	-	
Knowledge (arcana)	+8	INT (4)	1	
Linguistics	-	INT (4)	-	
Perception	+1	WIS (-2)	1	
Ride	+2	DEX (2)	-	
Sense Motive	-2	WIS (-2)	-	
Provincial: -2 vs. all creatures of different religion or alignment than you				
Sleight of Hand	-	DEX (2)	-	
Spellcraft	+8	INT (4)	1	
Stealth	+7	DEX (2)	1	
Survival	-2	WIS (-2)	-	
Swim	+0	STR (0)	-	
Use Magic Device	+8	CHA (2)	1	

Feats

Combat Casting

+4 to Concentration checks to cast while on the defensive.

Simple Weapon Proficiency - All

Proficient with all simple weapons.

Traits

Criminal (Disable Device)

+1 trait bonus on Disable Device, Intimidate, or Sleight of Hand, and it is always a class skill for you.

Focused Mind

+2 to Concentration checks

Inspired (1/day)

Roll twice and take the better result on a skill or ability check.

Drawbacks

Provincial

-2 diplomacy and sense motive vs. those whose religion or alignment differs from your own

Gear

Total Weight Carried: 20.375/75lbs, Light Load (Light: 24.75 lbs, Medium: 49.5 lbs, Heavy: 75 lbs)

Artisan's outfit (Free)	-
Artisan's tools, masterwork (Craft [other]) <In: >	5 lbs
Backpack (9 @ 15.625 lbs)	0.5 lbs
Belt pouch (empty)	0.125 lbs
Cheese x5 <In: Backpack (9 @ 15.625 lbs)>	0.5 lbs
Gear maintenance kit <In: Waterproof bag (30 @ 5 @ 5 lbs)>	2 lbs
Grooming kit <In: Backpack (9 @ 15.625 lbs)>	2 lbs
Hat	0.125 lbs
Ink, black <In: Waterproof bag (30 @ 5 lbs)>	-
Inkpen x3 <In: Waterproof bag (30 @ 5 lbs)>	-
Paper x12 <In: Waterproof bag (30 @ 5 lbs)>	-
Parchment x12 <In: Waterproof bag (30 @ 5 lbs)>	-
Sickle	1 lb
Spell component pouch	2 lbs
Spellbook <In: Waterproof bag (30 @ 5 lbs)>	3 lbs
Thieves' tools <In: Backpack (9 @ 15.625 lbs)>	1 lb
Unholy symbol, wooden (Diabolism)	-
Waterproof bag (30 @ 5 lbs) <In: Backpack (9 @ 0.125 lbs)>	0.125 lbs
Waterskin	1 lb

Special Abilities

Arcane Reservoir +1 DC or CL (2/day) (Su)

An arcanist has an innate pool of magical energy that she can draw upon to fuel her arcanist exploits and enhance her spells. The arcanist's arcane reservoir can hold an amount of magical energy equal to twice the arcanist's level. Each day

Consume Spells (Su)

The arcanist can spend a standard action to 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. In doing so, she adds a number of points to her arcane reservoir equal to

Darkvision (60 feet)

You can see in the dark (black and white vision only).

Dimensional Slide (10') (Su)

The arcanist can expend one point from her arcane reservoir to create a dimensional crack that she can step through to reach another location. This ability is used as part of a move action or withdraw action, allowing her to move up to

Rodent Empathy

Ratfolk gain a +4 bonus on Handle Animal checks made to influence rodents.

Swarming (Ex)

Ratfolk are used to living and fighting communally, and are adept at swarming foes for their own gain and their foes' detriment. Up to two ratfolk can share the same square at the same time. If two ratfolk in the same square attack the same

Experience & Wealth

Experience Points: 0/3

Current Cash: 11 gp, 3 sp

Tracked Resources

Arcane Reservoir +1 DC or CL (2/day) (Su)

Inspired (1/day)

Languages

Aklo
Common
Goblin

Halfling
Undercommon

Spells & Powers

Arcanist spells memorized (CL 1st; concentration +7)

Melee Touch +1 Ranged Touch +3

1st—*mage armor*, *silent image* (DC 15)

0th (at will)—*detect magic*, *ghost sound* (DC 14), *prestidigitation*, *read magic*

Situational Modifiers

Diplomacy

Provincial: -2 vs. all creatures of different religion or alignment than you

Handle Animal

Rodent Empathy: +4 bonus to influence rodents

Sense Motive

Provincial: -2 vs. all creatures of different religion or alignment than you

Krysa Sýr-výrobce (Kree-sa Seer-vyeer-ob-tsa) – Abilities & Gear

Combat Casting **Feat**

You are adept at spellcasting when threatened or distracted.

Benefit: You get a +4 bonus on concentration checks made to cast a spell or use a spell-like ability when casting on the defensive or while grappled.

Criminal (Disable Device) **Trait**

You spent your early life robbing and stealing to get by. Select one of the following skills: Disable Device, Intimidate, or Sleight of Hand. You gain a +1 trait bonus on that skill, and it is always a class skill for you.

Appears In : Ultimate Campaign

Focused Mind **Trait**

Your childhood was either dominated by lessons of some sort (be they musical or academic) or by a horrible home life that encouraged your ability to block out distractions to focus on the immediate task at hand.

Benefit: You gain a +2 trait bonus on concentration checks.

Appears In : Character Traits Web Enhancement, Advanced Player's Guide Traits

Inspired (1/day) **Trait**

A positive force, philosophy, or divine presence fills you with hope, and is a guiding force of inspiration. Once per day as a free action, roll twice and take the better result on a skill check or ability check.

Appears In : Ultimate Campaign

Darkvision (60 feet) **Racial Ability,Senses (Ratfolk)**

You can see in the dark (black and white vision only).

Rodent Empathy **Racial Ability (Ratfolk)**

Ratfolk gain a +4 bonus on Handle Animal checks made to influence rodents.

Swarming (Ex) **Racial Ability (Ratfolk)**

Ratfolk are used to living and fighting communally, and are adept at swarming foes for their own gain and their foes' detriment. Up to two ratfolk can share the same square at the same time. If two ratfolk in the same square attack the same foe, they are considered to be flanking that foe as if they were in two opposite squares.

Arcane Reservoir +1 DC or CL (2/day) (Su) **Class Ability (Arcanist)**

An arcanist has an innate pool of magical energy that she can draw upon to fuel her arcanist exploits and enhance her spells. The arcanist's arcane reservoir can hold an amount of magical energy equal to twice the arcanist's level. Each day when preparing spells, the arcanist's arcane reservoir fills with raw magical energy, gaining a number of points equal to 1 + 1/2 her arcanist level (minimum 0). Any points she had from the previous day are lost. She 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 total mentioned above, points gained in excess of this maximum are lost.

Points from the arcanist reservoir are used to fuel many of the arcanist's powers (see arcane exploits). In addition, the arcanist can expend one point from her arcane reservoir as a free action whenever she casts an arcanist spell. If she does, she can choose to increase the caster level by 1 or increase the DC of the spell by 1. She can expend no more than one point from her reservoir on a given spell in this way.

Note: After adding levels of Arcanist, you should go to the In-Play tab and press the Reset button on this ability, so that the correct number are left, as if you were fully rested. Because excess from the previous day is lost after resting, and only a few points are left in the pool, it will look as if most of the uses/day of this ability have been used up after resetting it. If you gain additional arcane reservoir points from your other abilities, decrease the number currently used in the pool.

Consume Spells (Su) **Class Ability (Arcanist)**

The arcanist can spend a standard action to 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. In doing so, she adds a number of points to her arcane reservoir equal to the level of the slot consumed. She cannot consume cantrips (0 level spells) in this way. Points added to the arcane reservoir in excess of the limit (see arcane reservoir) are lost.

Dimensional Slide (10') (Su) **Class Ability (Arcanist)**

The arcanist can expend one point from her arcane reservoir to create a dimensional crack that she can step through to reach another location. This ability is used as part of a move action or withdraw action, allowing her to move up to 10 feet per arcanist level to any location she can see; this is in place of 5 feet of movement. She can only use this ability once per round. She does not provoke an attack of opportunity for the movement caused by this ability, but any other movement provokes as normal.

Appears In : Advanced Class Guide Playtest

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Acid Splash Arcanist 0

School: Conjuration / Earth Elemental (Creation) [Acid]
Components: V, S
Casting Time: 1 action
Range: Close (25 + 5 ft./2 levels)
Effect: One missile of acid
Duration: Instantaneous
Save: None
Resistance: No

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.

Arcane Mark Arcanist 0

School: Universal
Components: V, S
Casting Time: 1 action
Range: Touch
Effect: One personal rune or mark, all of which must fit within 1 sq. ft.
Duration: Permanent
Save: None
Resistance: No

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).

Bleed Arcanist 0

School: Necromancy
Components: V, S
Casting Time: 1 action
Range: Close (25 + 5 ft./2 levels)
Target: One living creature
Duration: Instantaneous
Save: DC 14 Will negates
Resistance: Yes

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.

Dancing Lights Arcanist 0

School: Evocation [Light]
Components: V, S
Casting Time: 1 action
Range: Medium (100 + 10 ft./level)
Effect: Up to four lights, all within a 10-ft.-radius area
Duration: 1 minute (D)
Save: None
Resistance: No

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'-wisp), 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.

Daze Arcanist 0

School: Enchantment (Compulsion) [Mind-Affecting]
Components: V, S, M (a pinch of wool or similar substance)
Casting Time: 1 action
Range: Close (25 + 5 ft./2 levels)
Target: One humanoid creature of 4 HD or less
Duration: 1 round
Save: DC 14 Will negates
Resistance: Yes

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.

Detect Magic **Arcanist 0**

School: Divination
Components: V, S
Casting Time: 1 action
Range: 60 ft.
Area: Cone-shaped emanation
Duration: Concentration, up to 1 min./level (D)
Save: None
Resistance: No

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.

Detect Poison **Arcanist 0**

School: Divination
Components: V, S
Casting Time: 1 action
Range: Close (25 + 5 ft./2 levels)
Target: One creature, one object, or a 5-ft. cube
Duration: Instantaneous
Save: None
Resistance: No

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.

Disrupt Undead **Arcanist 0**

School: Necromancy
Components: V, S
Casting Time: 1 action
Range: Close (25 + 5 ft./2 levels)
Effect: Ray
Duration: Instantaneous
Save: None
Resistance: Yes

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.

Flare **Arcanist 0**

School: Evocation [Light]
Components: V
Casting Time: 1 action
Range: Close (25 + 5 ft./2 levels)
Effect: burst of light
Duration: Instantaneous
Save: DC 14 Fortitude negates
Resistance: Yes

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.

Ghost Sound **Arcanist 0**

School: Illusion (Figment)
Components: V, S, M (a bit of wool or a small lump of wax)
Casting Time: 1 action
Range: Close (25 + 5 ft./2 levels)
Effect: Illusory sounds
Duration: 1 round/level (D)
Save: DC 14 Will disbelief
Resistance: No

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.

Haunted Fey Aspect **Arcanist 0**

School: Illusion (Glamer)
Components: S
Casting Time: 1 action
Range: Personal
Target: You
Duration: 1 round/level (D)

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.

Appears In: Ultimate Combat

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Light

Arcanist 0

School: Evocation / Wood Elemental [Light]
Components: V, M/DF (a firefly)
Casting Time: 1 action
Range: Touch
Target: Object touched
Duration: 10 min./level
Save: None
Resistance: No

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.

Mage Hand

Arcanist 0

School: Transmutation
Components: V, S
Casting Time: 1 action
Range: Close (25 + 5 ft./2 levels)
Target: One nonmagical, unattended object weighing up to 5 lbs.
Duration: Concentration
Save: None
Resistance: No

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.

Mending

Arcanist 0

School: Transmutation / Metal Elemental
Components: V, S
Casting Time: 10 minutes
Range: 10 ft.
Target: One object of up to 1 lb./level
Duration: Instantaneous
Save: Will negates (harmless, object)
Resistance: Yes (harmless, object)

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 present 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.

Message

Arcanist 0

School: Transmutation / Air Elemental [language-dependent]
Components: V, S, F (a piece of copper wire)
Casting Time: 1 action
Range: Medium (100 + 10 ft./level)
Target: One creature/level
Duration: 10 min./level
Save: None
Resistance: No

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.

Open/Close

Arcanist 0

School: Transmutation
Components: V, S, F (a brass key)
Casting Time: 1 action
Range: Close (25 + 5 ft./2 levels)
Target: Object weighing up to 30 lbs. or portal that can be opened or closed
Duration: Instantaneous
Save: DC 14 Will negates (object)
Resistance: Yes (object)

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.

Prestidigitation

Arcanist 0

School: Universal
Components: V, S
Casting Time: 1 action
Range: 10 ft.
Target: See text
Effect: See text
Area: See text
Duration: 1 hour
Save: See text
Resistance: No

Prestidigitations are minor tricks that novice spellcasters use for practice. Once cast, a prestidigitation spell enables you to perform simple magical effects for 1 hour. The effects are minor and have severe limitations. A prestidigitation 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.

Prestidigitation can create small objects, but they look crude and artificial. The materials created by a prestidigitation spell are extremely fragile, and they cannot be used as tools, weapons, or spell components. Finally, prestidigitation 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.

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Ray of Frost

Arcanist 0

School: Evocation / Water Elemental [Cold]
Components: V, S
Casting Time: 1 action
Range: Close (25 + 5 ft./2 levels)
Effect: Ray
Duration: Instantaneous
Save: None
Resistance: Yes

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.

Read Magic

Arcanist 0

School: Divination
Components: V, S, F (a clear crystal or mineral prism)
Casting Time: 1 action
Range: Personal
Target: You
Duration: 10 min./level

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.

Resistance

Arcanist 0

School: Abjuration
Components: V, S, M/DF (a miniature cloak)
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: 1 minute
Save: Will negates (harmless)
Resistance: Yes (harmless)

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.

Scrivener's Chant

Arcanist 0

School: Transmutation
Components: V, S, M (fine sand and a vial of ink.)
Casting Time: 1 action
Range: 5 ft.
Duration: Concentration, up to 1 minute/level
Save: Will negates (harmless, object)
Resistance: Yes (object)

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.

Appears In: Seekers of Secrets

Spark

Arcanist 0

School: Evocation / Fire Elemental [Fire]
Components: (V or S)
Casting Time: 1 action
Range: Close (25 + 5 ft./2 levels)
Target: one Fine object
Duration: Instantaneous
Save: DC 14 Fortitude negates (object)
Resistance: Yes (object)

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.

Appears In: Advanced Player's Guide

Touch of Fatigue

Arcanist 0

School: Necromancy
Components: V, S, M (a drop of sweat)
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: 1 round/level
Save: DC 14 Fortitude negates
Resistance: Yes

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.

Krysa Sýr-výrobce (Kree-sa Seer-vyeer-ob-tsa), Arcanist 1 – Spells in Spellbook

Burning Hands

Arcanist 1

School: Evocation / Fire Elemental [Fire]
Components: V, S
Casting Time: 1 action
Range: 15 ft.
Area: Cone-shaped burst
Duration: Instantaneous
Save: DC 15 Reflex half
Resistance: Yes

A cone of searing flame shoots from your fingertips. Any creature in the area of the flames takes 1d4 points of fire damage per caster level (maximum 5d4). Flammable materials burn if the flames touch them. A character can extinguish burning items as a full-round action.

Charm Person

Arcanist 1

School: Enchantment / Wood Elemental (Charm) [Mind-Affecting]
Components: V, S
Casting Time: 1 action
Range: Close (25 + 5 ft./2 levels)
Target: One humanoid creature
Duration: 1 hour/level
Save: DC 15 Will negates
Resistance: Yes

This charm makes a humanoid creature regard you as its trusted friend and ally (treat the target's attitude as friendly). If the creature is currently being threatened or attacked by you or your allies, however, it receives a +5 bonus on its saving throw.

The spell does not enable you to control the charmed person as if it were an automaton, but it perceives your words and actions in the most favorable way. You can try to give the subject orders, but you must win an opposed Charisma check to convince it to do anything it wouldn't ordinarily do. (Retries are not allowed.) An affected creature never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing. Any act by you or your apparent allies that threatens the charmed person breaks the spell. You must speak the person's language to communicate your commands, or else be good at pantomiming.

Crafter's Fortune

Arcanist 1

School: Transmutation
Components: V, S, F (a tool)
Casting Time: 1 action
Range: Close (25 + 5 ft./2 levels)
Target: one creature
Duration: 1 day/level or until discharged (D)
Save: DC 15 Will negates (harmless)
Resistance: Yes (harmless)

The target is struck by inspiration and gains a +5 luck bonus on its next Craft skill check.

Appears In: Advanced Player's Guide

Grease

Arcanist 1

School: Conjuration / Earth Elemental (Creation)
Components: V, S, M (butter)
Casting Time: 1 action
Range: Close (25 + 5 ft./2 levels)
Target: One object or 10-ft. square
Duration: 1 min./level (D)
Save: See text
Resistance: No

A grease spell covers a solid surface with a layer of slippery grease. Any creature in the area when the spell is cast must make a successful Reflex save or fall. A creature can walk within or through the area of grease at half normal speed with a DC 10 Acrobatics check. Failure means it can't move that round (and must then make a Reflex save or fall), while failure by 5 or more means it falls (see the Acrobatics skill for details). Creatures that do not move on their turn do not need to make this check and are not considered flat-footed. The spell can also be used to create a greasy coating on an item. Material objects not in use are always affected by this spell, while an object wielded or employed by a creature requires its bearer to make a Reflex saving throw to avoid the effect. If the initial saving throw fails, the creature immediately drops the item. A saving throw must be made in each round that the creature attempts to pick up or use the greased item. A creature wearing greased armor or clothing gains a +10 circumstance bonus on Escape Artist checks and combat maneuver checks made to escape a grapple, and to their CMD to avoid being grappled.

Mage Armor

Arcanist 1

School: Conjuration (Creation) [Force]
Components: V, S, F (a piece of cured leather)
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: 1 hour/level (D)
Save: Will negates (harmless)
Resistance: No

An invisible but tangible field of force surrounds the subject of a mage armor spell, providing a +4 armor bonus to AC. Unlike mundane armor, mage armor entails no armor check penalty, arcane spell failure chance, or speed reduction. Since mage armor is made of force, incorporeal creatures can't bypass it the way they do normal armor.

Silent Image

Arcanist 1

School: Illusion (Figment)
Components: V, S, F (a bit of fleece)
Casting Time: 1 action
Range: Long (400 + 40 ft./level)
Effect: Visual figment that cannot extend beyond four 10-ft. cubes + one 10-ft. cube/level (S)
Duration: Concentration
Save: DC 15 Will disbelief (if interacted with)
Resistance: No

This spell creates the visual illusion of an object, creature, or force, as visualized by you. The illusion does not create sound, smell, texture, or temperature. You can move the image within the limits of the size of the effect.

Snowball

Arcanist 1

School: Conjuration (Creation) [Cold, Water]

Components: V, S

Casting Time: 1 action

Range: Close (25 + 5 ft./2 levels)

Effect: One ball of ice and snow

Duration: Instantaneous

Save: DC 15 Fortitude partial (see text)

Resistance: No

You conjure a ball of packed ice and snow that you can throw at a single target as a ranged touch attack. The snowball deals 1d6 points of cold damage per caster level (maximum 5d6) on a successful hit, and the target must make a successful Fortitude saving throw or be staggered for 1 round.

Appears In: People of the North, Reign of Winter