

**Name:** Purnama **PFS#:** 14034-33

**Initiative:** +2 **AC:** 13 (Touch 13, FF 11) **CMB:** +0 **CMD:** 12 (10 FF) **Fort:** +4 **Reflex:** +4 **Will:** +4 **HP:** 32

**Know Arcana/History/Planes/Religion:** +13 **Perception:** +10 **Spellcraft:** +13 **Stealth:** +13 **Use Magic Device:** +13

**Intimidate:** +2 vs Worshipers of Zyphus (Boon 007) **Charisma-based checks:** +2 vs Grippilis (Boon 008)

**Darklands Study Boon (Overflow Archives 001 06-15):** +2 Knowledge checks and Sense Motive checks to identify and learn about humanoids native to the Darklands

**Ley Line Scholar (The Lost Legacy 011 07-06):** +1 effective caster level in Amanandar, Jinin, Wanshou, and Zi-Ha.

**O Warm Friend in a Cold Land Boon (From Under Ice 002 06-18):** +2 Diplomacy when in Irrisen; remove boon to bring Uliyara on mission anywhere outside of Irrisen.

**O Explore, Report, Cooperate Boon (The Wounded Wisp 003 06-10):** As a free or immediate action, remove boon to determine the impact of a proposed action on secondary success condition.

**O Budding friendship (Slave Ships of Absalom 004 06-05):** If you would earn no prestige points at the end of a mission that included one or more encounters in Absalom, remove this boon and earn 1 prestige point instead.

**O Library Card (Silver Mount Collection 009 06-02):** Once, +5 to any knowledge skill check (untrained skill checks OK), diplomacy check to gather information, crossing boon off chronicle sheet when done.

**O Friend of the Archive (Silver Mount Collection 009 06-02):** Next time you are in Chelixa, take a single potion, scroll, or elixir worth up to 250 gp, crossing boon off chronicle sheet when done.

**O Trapmaker (True Dragons of Absalom 010 06-99):** Attempt to craft a swinging axe trap, crossing boon off chronicle sheet when done.

**O Blessing of Malikeen (The Lost Legacy 011 07-06):** As a Standard Action gain Endure Elements against Cold and treat altitude as one category lower until end of the scenario, crossing boon off chronicle sheet when done.

**O Spirits of the Past (The Lost Legacy 012 07-08):** Use the Medium's "Shared Seance" ability for a legend of choice, crossing boon off chronicle sheet when done.

**BAB:** +2 **Speed:** 20' **Touch:** +2 **Ranged Touch:** +5 **Languages:** Abyssal, Draconic, Infernal, Taldane, Tien, Vudrani, Wayang

**Per-day Abilities:** 8 Shift: **OOOOO OOO** 8 Arcane Reservoir: **OOOOO OOO**

1 Dissolution's Child: **O** 1 Light and Dark: **O** 3 Pearl of Power level 1: **OOO**

**Arcanist CL:** 5 **DC:** 15+spell level (+1 for Conjunction) **Concentration:** +10

**X Arcanist level 0 spells (DC 15, +1 for Conjunction):**

**Pick 6:** **O** Acid Splash, **O** Arcane Mark, **O** Dancing lights, **O** Daze, **O** Detect Magic, **O** Detect Poison, **O** Flare, **O** Ghost Sound, **O** Light, **O** Mage Hand, **O** Mending, **O** Message, **O** Open/Close, **O** Prestidigitation, **O** Ray of Frost, **O** Read Magic, **OO** Bleed, **OO** Disrupt Undead, **OO** Resistance, **OO** Touch of Fatigue

**6 Arcanist level 1 spells (DC 16, +1 for Conjunction):** **OOOOO O**

**Pick 4:** **O** Air Bubble, **O** Charm Person, **O** Color Spray, **O** Comprehend Languages, **O** Enlarge Person, **O** Expeditious retreat, **O** Grease, **O** Mage Armor, **O** Magic Missile, **O** Mount, **O** Obscuring mist, **O** Silent Image, **O** Sleep, **O** Summon Minor Monster, **O** Summon Monster I, **O** Unseen Servant, **O** Vanish, **O** Ventriloquism, **OO** Endure Elements **Pick 1:** **O** Air Bubble, **O** Grease, **O** Mage Armor, **O** Mount, **O** Obscuring mist, **O** Summon Minor Monster, **O** Summon Monster I, **O** Unseen Servant, **OO** Alarm, **OO** Shield

**3 Arcanist level 2 spells (DC 17, +1 for Conjunction):** **OOOO**

**Pick 2:** **O** Acid Arrow, **O** Bear's Endurance, **O** Communal mount, **O** Create Pit, **O** Darkness, **O** Glitterdust, **O** Invisibility, **O** Levitate, **O** See Invisibility, **O** Spider Climb, **O** Summon Monster II, **O** Summon Swarm, **O** Web **Pick 1:** **O** Acid Arrow, **O** Communal Mount, **O** Create Pit, **O** Glitterdust, **O** Summon monster II, **O** Summon Swarm, **O** Web, **OO** False Life, **OO** Resist Energy

**Wands and Scrolls:**

Wand Magic Missile 9/11: OOOOO OOOO

Wand Shocking Grasp 10/11: OOOOO OOOOO

Wand Sleep 11/11: OOOOO OOOOO O

Wand Cure Light Wounds 32/50: OOOOO OOOOO OOOOO OOOOO OOOOO OOOOO OO

Wand Endure Elements 40/50: OOOOO OOOOO OOOOO OOOOO OOOOO OOOOO OOOOO OOOOO

**Named Summoned Critters:**

<b>Summon Monster I</b>					
<b>Celestial</b>	<b>Dolphin "Flipper"</b>	<b>Pony "Vanilla Star"</b>	<b>Riding Dog "Prince" (Bulldog)</b>	<b>Eagle "Sam"</b>	
<b>Fiendish</b>	<b>Dolphin "Barracuda"</b>	<b>Pony "Spike"</b>	<b>Riding Dog "Princess" (Great Dane)</b>	<b>Eagle "Maldris"</b>	
<b>Summon Monster II</b>					
<b>Celestial</b>	<b>Giant Ant Worker "Pym"</b>	<b>Giant Spider "Charlotte"</b>			
<b>Fiendish</b>	<b>Giant Ant Worker "Lang"</b>	<b>Giant Spider "Shelob"</b>			
<b>Other</b>	<b>Lemure "Brad"</b>	<b>Air E "Ariel"</b>		<b>Fire E "Ember"</b>	<b>Water E "Ursula"</b>
<b>Summon Momnster III</b>					
<b>Celestial</b>	<b>Auroch "Ferdinand"</b>	<b>Leopard "Bagheera"</b>	<b>Dire Bat "Bruce"</b>		
<b>Fiendish</b>	<b>Auroch "Humbaba"</b>	<b>Leopard "Chester"</b>	<b>Dire Bat "Barbara"</b>		

**Always on:**

Darkvision 60'

Shadow Resistance +2 on saves vs the Shadow subschool

Spell focus +1 DC for conjuration spells cast

Summoner's Charm Conjuration (Summoning) spells last 50% longer

Augment Summoning active

**Immediate Action:**

Use one use of **Light and Dark**. A wayang can choose to be affected by positive and negative energy effects as if it were an undead creature, taking damage from positive energy and healing damage from negative energy. This ability lasts for 1 minute.

**Free actions:**

The arcanist can expend 1 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 spell's DC by 1. She can expend no more than 1 point from her reservoir on a given spell in this way.

**Swift actions:**

Use one use of **Shift**. At 1st level, you can teleport to a nearby space as a swift action as if using dimension door. This movement does not provoke an attack of opportunity. You must be able to see the space that you are moving into. You cannot take other creatures with you when you use this ability (except for familiars). You can move 5 feet for every two wizard levels you possess (minimum 5 feet).

**Move actions:**

An arcanist can expend an **Available Arcanist Spell Slot** as a move action, making it unavailable for the rest of the day, just as if she had used it to cast a spell. Doing this adds a number of points to her arcane reservoir equal to the level of the spell slot consumed. Points gained in excess of the reservoir's maximum are lost.

**Standard actions:**

An occultist can spend 1 point from her **Arcane Reservoir** to cast summon monster I. She can cast this spell as a standard action and the summoned creatures remain for 1 minute per level (instead of 1 round per level). At 3rd level and every 2 levels thereafter, the power of this ability increases by one spell level, allowing her to summon more powerful creatures (to a maximum of summon monster IX at 17th level), at the cost of an additional point from her arcane spell reserve per spell level. An occultist cannot have more than one summon monster spell active in this way at one time. If this ability is used again, any existing summon monster immediately ends.

Use one use of **Dissolution's Child**. You may change your appearance to look as if you were little more than a 4-foot-tall area of shadow. Your physical form still exists and you are not incorporeal - only your appearance changes. This works like invisibility, except it only lasts 1 round per level (maximum 5 rounds). This is a supernatural ability.