

Name: Major Robert Frou, **Ratfolk** Arcanist from Earth

AC: 24 (Touch 17, FF 23) **CMB:** +6 **CMD:** 22 **Fort:** +13 **Reflex:** +10 **Will:** +13 **HP:** 150

BAB: +7 **Speed:** 20'

Touch: +7 **Ranged Touch:** +8 **CL:** 15 **DC:** 17+spell level **Concentration:** +26

Languages: Aklo, Auran, Common, Draconic, Giant, Goblin, Russian, Sylvan

Per-day Abilities:

30 Arcane Reservoir: OOOOO OOOOO OOOOO OOOOO OOOOO OOOOO

5 Elemental Ray [+8 to hit, 1d6 electricity]: OOOOO

6 Arcanist level 1 spells: OOOOO O | 2 1st level Pearls of Power: OO

6 Arcanist level 2 spells: OOOOO O | 1 2nd level Pearl of Power: O

6 Arcanist level 3 spells: OOOOO O

5 Arcanist level 4 spells: OOOOO

5 Arcanist level 5 spells: OOOOO

5 Arcanist level 6 spells: OOOOO

4 Arcanist level 7 spells: OOOO

Metamagics known:

Empower Spell, Intensified Spell, Maximize Spell, Quicken Spell, and one feat assigned by *Greater Metamagic Knowledge* (presently *Reach Spell*).

Always on:

Always under the effects of detect magic as if it had been cast for three rounds running. Knowledge Arcana 30 for the purpose of identifying auras. Touching an item allows a spellcraft check to identify. [*See Magic*]

Darkvision 60' [*Darkvision*]

Spell preparation:

Spend 1 arcane pool when preparing spells in morning to exchange his *Greater Metamagic Knowledge* feat (presently *Reach Spell*) for any other Metamagic feat for which he qualifies. [*Greater Metamagic Knowledge*]

Each morning may spend one hour to prepare spells known from study in spellbooks. May add metamagic feats at the time of spell preparation, causing the spell to take up a higher known spell slot. Any known spell can be cast by expending a spell slot, which does not remove the spell from memory. 9 Arcanist Spells of level 0; 5 Arcanist Spells of level 1; 5 Arcanist Spells of level 2; 4 Arcanist Spells of level 3; 4 Arcanist Spells of level 4; 4 Arcanist Spells of level 5; 3 Arcanist Spells of level 6; 2 Arcanist Spells of level 7.

Spell preparation for slots left empty during morning spell preparation may be prepared later in the day. It takes 6.03 rounds per spell level to be prepared (pro-rated from one hour), but a minimum of 15 minutes.

Sometimes in effect:

+2 AC and To Hit when no ally conscious within 30' [*Cornered Fury*]

Immediate Action:

Spend 1 arcane pool and spend 1 spell slot of at least 1 level higher than being cast to counterspell an identified spell as if using dispel magic (or a spell slot of the same level, if Robert has that particular spell memorized, for +5 on the caster level roll). [*Counterspell*]

After successfully counterspelling a spell of 3rd-5th level restore 1 arcane pool, after successfully counterspelling a spell of 6th-8th level restore 2 arcane pool, after successfully counterspelling a spell of 9th level restore 3 arcane pool. [*Counter Drain*]

Free actions:

Spend 1 arcane pool when casting a spell to increase DC of the spell by 1 or to increase the caster level of the spell by 1 (no more than once per spell). [*Arcane Reservoir*]

Spend 1 arcane pool to apply a metamagic feat to any spell without increasing the casting time

Change damage type of a spell that deals energy damage to electricity. [*Metamixing*]

Apply any one metamagic free to *Fireball*. Apply any metamagic to *Fireball* so long as final level of spell is lower than 10, without increasing casting time. [*Spell Perfection*]

Swift actions:

Spend 1 arcane pool to add +7 damage with elemental ray for one minute. [*Bloodline Development*]

Move actions:

Spend 1 arcane pool as part of a move action to dimensionally slide up to 150' without provoking, up to once per round. [*Dimensional Slide*]

Standard actions:

Spend 1 spell slot of at least level 1 to increase arcane pool by the level of the spell slot. [*Consume Spells*]