

Sabni Kanaan - 43439-23, Scarab Sages

Male half-elf occultist 7

N Medium humanoid (human, elf)

Init +6; **Senses** Perception +11

Defense

AC 20, touch 13, flat-footed 17 (+6 armor, +1 shield, +3 Dex)

hp 59 (7d8+21)

Fort +11, **Ref** +8, **Will** +9; +2 vs. enchantments, immune to sleep

Offense

Speed 20 ft. (30 ft. with longstrider)

Melee longsword +4 (1d8-1/19-20)

Ranged *energy ray* +8 touch (4d6+3, acid/cold/elec/fire, 30 ft., Sp) or masterwork light crossbow +9 (1d8)

Implement Schools (*All implement powers cost 1 point and are standard actions except when otherwise noted*)

Conjuration (Hooded Lantern, 4 points)—*Resonant* Casting Focus (+2, Su); *Focus* Flesh Mend (2d8+7 healing with touch, cannot hurt undead, Sp), Purge Corruption (functions as *neutralize poison* or *remove disease*, standard action, touch, Sp), Servitor (Summon Monster III, standard action, lasts 1 minute, only one creature out at a time, Sp), Side Step (teleport to any place you can see up to 70 ft. away and the movement doesn't provoke, takes 5 feet of movement to activate, can use as part of your move action to taken to move, otherwise functions like *teleport*, Sp)

Evocation (Wand of Cure Light Wounds, 7 points)—*Resonant* Intense Focus (+3, Su); *Focus* Energy Blast (6d6+3 damage, DC 19 Reflex half, 20 ft. blast, 100 ft. range, takes 2 focus, Sp), Energy Ray +8 (4d6+3, 30 ft., Sp)

Illusion (Ring, 2 points)—*Resonant* Distortion (10% miss chance until attack, takes 0 focus, Sp); *Focus* Minor Figment (reproduce effects of either *ghost sound* or *minor image*, lasts 7 minutes, can change the figment once during its duration when a specified condition occurs, Sp)

Transmutation (*Belt of Mighty Constitution* +2, 5 points)—*Resonant* Physical Enhancement (+2 Dex, Su); *Focus* Mind Over Gravity (gain a fly speed of 60 ft. with perfect maneuverability for 7 minutes, Sp), Legacy Weapon (+2 enhancement bonus or equivalent enhancement bonus to weapon on touch, standard action, Su), Size Alteration (7 rounds, enlarge or reduce person on touch but is not limited by creature's type, Fort negates for hostile creatures, standard action, Sp), Sudden Speed (+30 ft. speed for 1 minute, swift action, self only, Sp)

Occultist Spells Known (CL 7th; concentration +13)

3rd (2/day)—*cure serious wounds*, *haste*, *invisibility sphere*, *lightning bolt* (DC 19)

2nd (5/day)—*flaming sphere* (DC 18), *ghostbane dirge* (DC 18), *glitterdust* (DC 18), *mirror image*

1st (6/day)—*burning hands* (DC 17), *liberating command*, *unseen servant*, *vanish*

0 (at will)—*dancing lights*, *ghost sound*, *open/close*, *stabilize*

Statistics

Str 9, **Dex** 16, **Con** 16, **Int** 23, **Wis** 8, **Cha** 7

Base Atk +5; **CMB** +4; **CMD** 17

Feats Extra Mental Focus, Extra Focus Power (Purge Corruption), Extra Focus Power (Sudden Speed), Extra Focus Power (Mind Over Gravity)

Skills Appraise +10, Craft (carpentry) +16, Disable Device +10, Fly +10 (+18 with *Mind Over Gravity*), Knowledge (arcana, engineering, history, planes, or religion) +11, Knowledge (dungeoneering, geography, local, nature, or nobility) +10, Linguistics +10, Perception +11, Sleight of Hand +5, Spellcraft +12, Use Magic Device +19; **Armor**

Check Penalty -3; **Magic Item Skill** +3 Use Magic Device

Traits pragmatic activator, reactionary; **Racial Traits** Dual Minded (+2 Will, replaces Skill Focus)

Languages Ancient Osirion, Aquan, Auran, Common, Draconic, Elven, Ignan, Osirion, Terran

SQ aura sight (Su, standard action), implements 4, magic item skill, mental focus (18), object reading, shift focus

Combat Gear *scroll of alter winds*, *scroll of crafter's fortune*, *scroll of expeditious retreat*, *wand of cure light wounds*, *wand of longstrider*; **Other Gear** *belt of mighty constitution +2*, *headband of vast intelligence +2* (contains *Fly skill and Draconic language*), masterwork breastplate, *cloak of resistance +3*, longsword, masterwork buckler, masterwork light crossbow with 20 cold iron bolts, masterwork backpack, hooded lantern with 2 doses of lamp oil, occultist's implement (belt), occultist implement (ring), hot weather outfit, waterskin, trail rations (x2), *cracked dusty rose prism ioun stone*

Favored Class Increase the occultist's total number of points of mental focus by 1/2 point.

Skill Points (Total: 72):

Appraise: 1

Craft (carpentry): 7

Disable Device: 7

Fly (Headband): 7

Knowledge (arcana, engineering, history, planes, or religion): 2 (x5)

Knowledge (dungeoneering, geography, local, nature, or nobility): 4 (x5)

Linguistics: 1

Perception: 7

Sleight of Hand: 2

Spellcraft: 3

Use Magic Device: 7