

Rethanol Breskinal

Human school savant [foresight] (arcanist) 5

LE Medium human

Init +7, **Senses** Perception +9

DEFENSE

AC w/ Mage Armor 17, touch, 13, flat-footed 14 (+4 armor, +3 Dex)

AC w/o Mage Armor 14, touch 13, flat-footed 11 (+1 armor, +3 Dex)

hp 40 (5d6+10)

Fort +2, **Ref** +4, **Will** +4

OFFENSE

Speed 20 ft.

Melee +2

mithral dagger +3 (1d4/19–20)

masterwork dagger +3 (1d4/19–20)

Ranged +5

Arcanist Spells Prepared (CL 5th; concentration +11)

(5) 2nd—*toppling magic missile* (CL 7th; concentration +13), *invisibility*, *see invisibility*

(6:2 spells used) 1st—heightened awareness, mage armor, *toppling magic missile* (CL 7th; concentration +13), *protection from evil*, *shield*

0 (at will)—*detect magic*, *light*, *mending*, *prestidigitation*, *ray of frost*, *read magic*

STATISTICS

Str 10, **Dex** 16, **Con** 12, **Int** 22, **Wis** 10, **Cha** 10

Base Atk +2; **CMB** +2; **CMD** 13

Feats Spell Focus (Evocation), Toppling Spell, Spell Specialization (Magic Missile), Order Obedience (Gate)

Skills Fly** +11, Knowledge (arcana) +14, Knowledge (dungeoneering) +11, Knowledge (engineering)* +11, Knowledge (geography)* +11, Knowledge (history)* +12, Knowledge (nobility)* +12, Knowledge (local) +12, Knowledge (nature) +11, Knowledge (planes) +14, Knowledge (religion) +12, Linguistics +14, Perception +9, Sense Motive +5, Spellcraft +14

Skill Breakdown

Fly**

$$11 = 5 \text{ Ranks} + 3 \text{ Class} + 3 \text{ Dex}$$

Knowledge (arcana), Knowledge (planes), Linguistics, Spellcraft

$$14 = 5 \text{ Ranks} + 3 \text{ Class} + 6 \text{ Int}$$

Knowledge (dungeoneering), Knowledge (engineering)*, Knowledge (geography)*, Knowledge (nature)

$$11 = 2 \text{ Ranks} + 3 \text{ Class} + 6 \text{ Int}$$

Knowledge (history)*, Knowledge (nobility)*, Knowledge (local), Knowledge (religion)

$$12 = 3 \text{ Ranks} + 3 \text{ Class} + 6 \text{ Int}$$

Perception

$$9 = 5 \text{ Ranks} + 3 \text{ Class} + 1 \text{ Trait}$$

Sense Motive

$$5 = 5 \text{ Ranks}$$

Languages Common, Abyssal, Aklo, Aquan, Auran, Celestial, Draconic, Ignan, Infernal, Sylvan, Terran

Opposition Schools Enchantment, Necromancy

SQ 4 out of 5/day arcane reservoir remaining, forewarned, 9/day prescience, potent magic

Traits Reactionary, Magical Lineage (Magic Missile), Seeker, Hedonistic

Combat Gear; Other Gear Spellbook (Free), Mithral Dagger (Free), Masterwork Dagger (Free), Masterwork Silken Ceremonial Robe (Free), Headband of Vast Intelligence +2 (Fly), Spell Component Pouch, 148 pp, 13 gp, 18 sp, 20 cp

* - Skill Ranks from Background Skills, ** - Skill Ranks from Headband of Vast Intelligence

While his abilities do not lend themselves to being used with armor, he has been recognized for his powers of divination and evocation. His abilities give him the insight to know when danger is present before most ever know it was there and that mixed with his spells makes him a potent enemy.

Casts Heightened Awareness with a point from his arcane reservoir so that it makes the over an hour duration and mage armor without a point before the fight with the Barbazu.