

# 'Master' Heneski (Formerly Nightmare)

ECL 16

Gnome Tattooed Sorcerer 18

XP : 47

NG Small Humanoid (Gnome), Age 60

Height: 3'4", Weight: 15.42kg/38lb

Hair: Fiery Orange, Eyes: Dark brown

HP TOTAL 182 CURRENT 182

STR 10 (+0)

DEX 16 (+3)

CON 18 (+4)

INT 14 (+2)

WIS 7 (+-2)

CHA 36 (+13)

INITIATIVE 11 =  $\underbrace{3}_{\text{Dex}} + \underbrace{8}_{\text{Misc}}$

AC 20 =

$10 + \underbrace{0}_{\text{Armour}} + \underbrace{0}_{\text{Shield}} + \underbrace{3}_{\text{Dex}} + \underbrace{1}_{\text{Size}} + \underbrace{0}_{\text{Natural}} + \underbrace{1}_{\text{Deflect}} + \underbrace{5}_{\text{Misc}}$

Touch 20, Flat-Footed 17

Saving Throws TOTAL Base Ability Magic Misc Temp

Fortitude 20 = 6 + 4 + 5 + 5 + 0

Reflex 19 = 6 + 3 + 5 + 5 + 0

Will 19 = 11 + -2 + 5 + 5 + 0

BASE ATTACK BONUS +9

SPELL RESISTANCE 0

CMB 8 =  $\underbrace{9}_{\text{BAB}} + \underbrace{0}_{\text{STR}} + \underbrace{-1}_{\text{SIZE}} + \underbrace{0}_{\text{MISC}}$

CMD 27 =  $\underbrace{9}_{\text{BAB}} + \underbrace{0}_{\text{STR}} + \underbrace{3}_{\text{DEX}} + \underbrace{-1}_{\text{SIZE}} + \underbrace{6}_{\text{MISC}} + 10$

## Attacks

Acid Splash Attack Bonus Critical Damage

Acid Splash +13 20/x2 d3

Mstrwrk gauntlet Save Type Damage

- +12 20/x3 1d3

## FEATS

Varisian Tattoo (Evocation)<sup>b</sup>, Spell Focus (Enchantment), Intensify Spell, Spell Specialisation (Battering Blast), Improved Familiar, Evolved Familiar (Skilled(UMD)), Empower Spell, Quicken Spell<sup>b</sup>, Seeking Spell, Spell Perfection (Battering Blast), Spontaneous Metafocus

## SPECIAL ABILITIES

Low-light vision; 1/day arcane mark comprehend languages, message, read magic; 1/day reroll natural 1 on 1d20, Tattoo Familiar (Riddywipple); 3/day Dancing Lights, Woodland Stride; Create Spell Tattoo 3/day, 2/day Dimension Door (CL16)[Enhanced Varisian Tattoo]; Fleeting Glance (Sp): Turn invisible for a number of rounds per day equal to your sorcerer level. This ability functions as greater invisibility. These rounds need not be consecutive. Fey Magic (su): Reroll SR checks at-will

SPEED 20', 4sq (hopefully)

## SKILLS

SKILL NAMES	BONUS	ABILITY	RANKS	MISC	CLASS
Acrobatics	9	=Dex	3	+ 0	+ 6 +0
Appraise	8	= Int	2	+ 0	+ 6 +0
Bluff	40	=Cha	13	+ 16	+ 8 +3
Climb	6	= Str	0	+ 0	+ 6 +0
Craft	8	= Int	2	+ 0	+ 6 +0
Diplomacy	19	=Cha	13	+ 0	+ 6 +0
Disable Device*	-	=Dex	3	+ 0	+ 6 +0
Disguise	19	=Cha	13	+ 0	+ 6 +0
Escape Artist	9	=Dex	3	+ 0	+ 6 +0
Fly	9	=Dex	3	+ 0	+ 6 +0
Handle Animal*	-	=Cha	13	+ 0	+ 6 +0
Heal	4	=Wis	-2	+ 0	+ 6 +0
Intimidate	23	=Cha	13	+ 1	+ 6 +3
Know(Arcana)	14	= Int	2	+ 3	+ 6 +3
Know(Dungeoneering)	-	= Int	2	+ 0	+ 6 +0
Know(Engineering)	-	= Int	2	+ 0	+ 6 +0
Know(Geography)	-	= Int	2	+ 0	+ 6 +0
Know(History)	-	= Int	2	+ 0	+ 6 +0
Know(Local)	-	= Int	2	+ 0	+ 6 +0
Know(Nature)	12	= Int	2	+ 1	+ 6 +3
Know(Nobility)	-	= Int	2	+ 0	+ 6 +0
Know(Planes)	12	= Int	2	+ 1	+ 6 +3
Know(Religion)	-	= Int	2	+ 0	+ 6 +0
Linguistics*	12	= Int	2	+ 4	+ 6 +0
Perception	24	=Wis	-2	+ 14	+ 12 +0
Perform	-	=Cha	13	+ 0	+ 6 +0
Profession (Gardener)	4	=Wis	-2	+ 0	+ 6 +0
Ride	9	=Dex	3	+ 0	+ 6 +0
Sense Motive	8	=Wis	-2	+ 0	+ 10 +0
Sleight of Hand	9	=Dex	3	+ 0	+ 6 +0
Spellcraft	26	= Int	2	+ 15	+ 6 +3
Stealth	15	=Dex	3	+ 2	+ 10 +0
Survival	4	=Wis	-2	+ 0	+ 6 +0
Swim	6	= Str	0	+ 0	+ 6 +0
Use Magic Device*	42	=Cha	13	+ 18	+ 8 + 3

## CONDITIONAL MODIFIERS

+2 Vs Enchantment, +2 vs Language-dependant, +2 vs fear and despair, +1 vs Necromancy

## LANGUAGES

Common, Kelish, Gnome, Varision, Abyssal, Giant

## Carrying Capacity

Light Load Medium Load Heavy Load  
<24 <50 <74

## Money

0 GP

## TRAITS

Signature Spell (Battering Blast), Gifted Adept (Battering Blast)

Wayang Spellhunter (Battering Blast)<sup>b</sup>

## SPELLS

SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
9	23	0	∞	∞
5+1+2	24	1	6	4
5+1	25	2	6	3
4+1	26	3	6	3
4+1	27	4	6	3
4+1	28	5	6	3
3+1	29	6	6	2
3+1	30	7	6	2
2+1	31	8	5	2
1	32	9	3	2

### Conditional Modifiers

+2 DC for Compulsion, +1 DC for enchantment, +1 DC for language-dependant, +5 on CL checks

### Domains / Specialty School

None

### Spells Known/Slots (CL 19):

9th Time Stop

8th Irresistable Dance<sup>b</sup>, Moment of Prescience,  
Mind Blank

7th Phase Door<sup>b</sup>, Spell Turning, Limited Wish,

### Greater Arcane Sight

6th Mislead<sup>b</sup>(CL20), Undeath Ward, Wall of Silver,  
Fluid Form, Sonic Form

5th Tree Stride<sup>b</sup>(CL20), Feeblemind DC29,  
Echolocation, Dominate Person, Overland Flight

4th Named Bullet, Emergency Force Sphere,  
Dimensional Anchor, Dimension Door, Freedom of Movement

3rd Magic circle vs Good/Evil/Chaos/Law, Battering Blast (CL29), Fireball (CL20), Arcane Sight,  
Dispel Magic, Phantom Steed\*, Heroism

2nd Hideous Laughter (DC26)<sup>b</sup> (CL20), Glitterdust,  
Mirror Image, Pilfering Hand (CL20), Suppress Charms and Compulsions, Lipstitch

1st Entangle<sup>b</sup> CL20, Magic Missile CL20,  
Liberating Command, Cure Light Wounds (requires DC21 UMD), Mage Armor, Break,  
Grease, Shield

0 Prestidigitation, Detect Magic, Mage Hand,  
Message, Acid Splash, Dancing Lights,  
Open/close, Arcane Mark, Spark

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## Notes

58/62 Prestige

6th level slot: Quickened Empowered Intensified Seeking Battering Blast

4rd level slot: Empowered Intensified Seeking battering Blast

3rd level slot + lesser rod: Quickened Intensified Seeking battering blast (reach | merciful)

Battering Blast: 5 Balls at close range (60'). Each inflict 5d6 damage (14d6 when intensified). Bullrush attempt CMB = 42 + 10 for each ball beyond the first. Each ball makes its own attempt, but take highest. If the bullrush succeeds, DC24 reflex save or target is prone.

Long duration spells:

8th Moment of Prescience (16 hours), Mind Blank (24 hours) \*previous day

7th Limited Wish, Phase Door<sup>b</sup>, Spell Turning (160 min)

6th Sonic Form (16 rounds), Undeath Ward (16 mins), Antimagic Field, Fluid Form (16 mins)

5th Tree Stride<sup>b</sup>(CL20 (17 hours)), Echolocation (170 mins), Dominate Person (17 days), Overland Flight (17 hours), Fickle Winds (16 mins)

4th Freedom of Movement 70min (purchased (280gp))

3rd Arcane Sight (16 mins), Phantom Steed (16 hours), Resinous Skin (160 mins), Tongues (160 mins),  
Magic Circle vs Evil (160min)

2nd Mirror Image (16 mins)\*, Suppress Charms and Compulsions (10 mins), Delay Pain (16 hours)

1st Mage Armor (16 hrs), Shield (16 mins)

Contingency: Death Ward in response to being hit by a Death effect, energy drain, or negative energy.

## Pregame actions

Previous week Contingency (Death Ward in response to being hit with a Death effect), Spellcasting Contract on Riddywipple, offering Suppress Charms and Compulsions, Liberating Command and Haste.

Previous two days Moment of Prescience/ Magic Circle / Dimensional Anchor / Greater Planar Binding (Plan-  
etar)

Previous day Mind Blank, Moment of Prescience (lasts 8 hours into the scenario)  
Pre-scenario cast Overland Flight [5th], Phantom Steed [3rd], Delay Pain [2nd], Mage Armour [1st]  
Post-briefing Purchase Freedom of Movement (280gp), cast Resinous Skin[3rd] Echolocation [5th], Resist Energy (Fire, Cold) [2nd][2nd]  
Pre-combat Cast Extended (lesser): Mirror Image, Arcane Sight [2nd][3rd], Reduce Person [1st] ; Extended Fluid Form, Undeath Ward [6th][6th]  
Slots expended daily: 1x7th, 2x5th, 3rd, 2nd, 1st  
Slots expended by post-briefing: 1x7th, 3x5th, 3x3rd, 3x2nd, 1st  
Slots expended pre-combat: 1x7th, 2x6th, 3x5th, 4x3rd, 3x2nd, 2x1st

Modifiers:

+5 profane to AC, Checks, Saves (Spellcasting contract)  
+4 armour bonus to AC (Mage Armour)  
Resist 30 Fire, Cold  
DR 10/slashing; reach +10' (Fluid Form)  
DR5/Piercing (Resinous skin)  
+2 size bonus to dex, -2 str, +1 attacks, +1 AC (reduce person)

Any weapon, that strikes you becomes stuck unless its wielder succeeds at a DC24 Reflex saving throw. Such a weapon can be pulled free of you only with a successful DC24 Strength check  
+1 on charisma checks vs gnomes, +2 sense motive vs Pathfinders, Amulet of Glory One-time +10 initiative checks  
Orb of a Distant World (Restoration, two uses)  
Pathfinder's Excellence (Two uses: advantage on attack roll)  
Pathfinder's Excellence (Two uses: swift action for 1d8+2\*level temp HP)

**BOTTLED SCREAM** [moderate evocation] CL:7 none 900gp, 0.5lb  
Wax and resin seal this smoked glass bottle. When the bottle is opened or shattered, a shrill scream erupts in a 20-foot-radius burst. Any bardic performances with audible components immediately end. Any spellcaster concentrating on or casting a spell must succeed at a concentration check (DC 15 + spell level) or lose the spell. In addition, the scream dispels any silence spells that overlap its area. The bottle can be thrown as a splash weapon or opened by hand. If the bottle is opened, its burst is centered on the opener's space. Source: Advanced Class Guide

**VAMBRACES OF DEFENSE** [faint abjuration] CL:5 wrists 6000gp, 3lb  
These polished steel vambraces grant a +1 deflection bonus to AC. Once per day, as an immediate action, if the wearer has at least one hand free, when he would normally be hit with an attack from a ranged weapon, he may deflect it with the bracers, taking no damage from it, as if he had the Deflect Arrows feat.

**LUCKY HORSESHOE** [moderate evocation] CL:9 none 6800gp, 2lb  
Although it appears to be a simple horseshoe, a lucky horseshoe focuses and channels the mystical energies of good fortune. As long as a lucky horseshoe's owner carries it on her person, she gains a +1 luck bonus on saving throws. Once per day, she can invoke the lucky horseshoe's power to gain a +4 luck bonus on a single saving throw. She must declare that she is using this ability before the roll is made. Source: Occult Adventures

**GOZ MASK** [moderate transmutation] CL:8 head 8000gp, 1lb  
A goz mask allows you to see through fog, smoke, and other obscuring vapors as if they did not exist (this ability functions underwater as well, allowing the wearer to see through thick silt and other aquatic precipitates). Additionally, you are treated as one size category larger than you are and gain a +4 bonus on all saving throws made to resist the effects of wind while wearing a goz mask. A goz mask allows its wearer to breathe water for 1 hour per day-these minutes need not be consecutive, but must be expended in minimum increments of 10 minutes each.

SCARAB OF PROTECTION [strong abjuration and necromancy] CL:18 neck 38000gp, 0lb

This device appears to be a jade medallion in the shape of a beetle. If it is held for 1 round, an inscription appears on its surface letting the holder know that it is a protective device. The scarab's possessor gains spell resistance 20. The scarab can also absorb energy-draining attacks, death effects, and negative energy effects. Upon absorbing 12 such attacks, the scarab turns to powder and is destroyed. Source: Ultimate Equipment

## RUNEWARD TATTOO

The bearer gains a +1 insight bonus on saving throws against spells and spell-like abilities of the keyed school and knows when such a spell or spell-like ability has been cast within 60 feet

## GEAR

Name	Location	Value	Weight
Page of Spell Knowledge(CLW)	pack	1000	0
Page of Spell Knowledge(Shield)	pack	1000	
Page of Spell Knowledge(Detect Evil)	Riddywipple	1000	
Page of Spell Knowledge(Feather Step)	Pack	1000	
Page of Spell Knowledge (Resist Energy)	pack	4000	
Page of Spell Knowledge (Reduce Person)	pack	1000	
Page of Spell Knowledge (Phantom Steed)	-	9000	
Belt of Physical Might +4	belt	20000	
Potion of Lesser Restoration	pack	300	0
UMD Tool (Holly, Mistletoe, etc and clerical anointments)	pack	50	0
Wand of Cure Light Wounds (23)	Belt	2PP	0
Wand of Ill Omen (42)	Riddywipple	750	0
100' knotted hemp rope	pack	0.4	2
4 sq yards of canvas	pack	0.4	4
Signal whistle (25kHz)	pack	0.8	
Paper, inkpen, etc	pack	1	0.5
Chalk x10	pack	0.1	
Bluff tool (bunch of legal templates, etc)	pack	50	1
Masterwork Longspear	Hands	305	4.5
Traveller's Any-tool	pack	250	2
Dream Journal of the Pallid Seer	Pathfinder Lodge	600	0
Antitoxen x3	pack	150	0
Antiplague	pack	50	0
Headband of Alluring Charisma +6	Headband	4000	0
Deathwatch eyes	Eyes	2000	1
Cape Of The Mountebank	Riddywipple	10800	0
Acid x2	pack	20	1
Noble's outfit	Lodge	75	0
Masterwork Diplomacy tool	pack	50	0
1lb flour	pack	0.2	1
Clockwork Spy	Pack	50	
Snapleaf x2	neck	1500	
potion of cure moderate wounds	pack	300	0
potion of gaseous form	pack	750	0
Potion of cure serious wounds	pack	750	0
2x scroll of resist energy	pack	300	0
Scroll of Antimagic field	Pack	1650	
Scroll of Unbreakable Heart x3	Pack	150	

Scroll of See invisibility	pack	150	0
Scroll of fly	pack	375	0
scroll of gust of wind	pack	150	0
scroll of invisibility	pack	150	0
Scroll of Contingency	pack	1800	0
Scroll of Death Ward x2	Scroll belt	1400	0
Scroll of Restoration	Scroll belt	800	0
Scroll of Dismissal	Scroll belt	700	0
Scroll of Plane Shift	Scroll belt	1125	0
Greater planar binding scroll	Scroll belt	3000	0
Scroll of Water Breathing	Scroll belt	375	0
Scroll of Remove Paralysis x2	Scroll belt	300	0
Scroll of Mind Blank	Scroll belt	3000	0
Scroll of Spellcasting Contract	Scroll belt	2275	0
Scroll of Contingency	Scroll belt	1650	0
3x Scroll of Restoration	pack	2400	0
2x Scroll of Tongues	pack	750	0
Strand of Prayer Beads (missing smiting)	Wrist	29000	0
Lesser metamagic Merciful rod	belt	1500	0
Lesser metamagic Reach rod	belt	3000	0
Mnemonic Vestments	body	5000	0
Lesser metamagic Quicken rod	belt	36000	0
10000gp of gems to be used as material components in 500gp increments	pouch	10000	0
Regular extend rod x2	Quiver	22000	0
Lesser Extend Rod	Quiver	3000	0
Lesser Silent rod	Quiver	3000	0
Lesser Still rod	Quiver	3000	0
Handy Haversack	back	2000	
Contingency focus	pack	1500	
Lucky Horseshoe	pack	6800	
Ring of Forcefangs	Left hand	8000	
Bottled Scream	pack	900	
Phoenix Feather	pack	4500	
Glove of Storing	Hands	10000	
Vambraces of Defense	Wrists	6000	
Runeward Tattoo (Necromancy)	Back	1000	
Goz Mask	Head	8000	
Quickrunner's Shirt	Chest	1000	
Scarab of Protection	Neck	38000	
Total		20052.8	17

## People

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