

The Enigma

Spells

NOTE: Your caster level is 4!

2nd level spells

Glitterdust (conjunction, TEM, medium, 10ft. radius, 4rd) – Creatures in area are outlined, no invis. WILL DC 16 or be blinded; new save every round.

Tongues (divination, TM/DF, creature touched, 40min) – Speak and understand any language.

1st level spells

Burst of Adrenaline (transmutation, immediate, TE, personal) – When you are about to make a d20 based on Str, Dex, or Con, gain a +8 enhancement to that stat for that roll. You are fatigued for 1 round afterward.

Doom (necromancy [emotion, fear, mind-affecting], TEDF, medium, 4min, SRyes) – WILL DC 15 or shaken.

Murderous Command (enchantment (compulsion)[mind-affecting], T, close, 1rd, SRyes) – WILL DC 15 or try to kill your nearest ally with a melee or natural weapon. If none are in reach, get as close as possible.

Ray of Enfeeblement (necromancy, TE, close, ray, 4rd, SRyes) – Target takes 1d6+2 STR penalty (FORT DC 15 half)

Combat Gear

Cape of the Mountebank – Once per day you may teleport as dimension door, up to 760 ft. Teleporting in this way prevents you from taking actions until your next turn.

Longarm Bracers – Three times per day as a swift action, increase your reach by 5 feet until the start of your next turn. Manufactured weapon attacks take a -4, natural weapon take no penalty.

Scroll of Strong Jaw (transmutation, CL 7, creature touched, 7 min, SRyes) – Touched creature's natural attacks increase by two steps. Thestil needs to make a DC 8 CL check to use this scroll. (Roll 1d20+4)

Scroll of Vampiric Touch (CL 10) (necromancy, CL 10, living creature touched, SRyes) – Touch (+12) deals 5d6, gain temps equal to damage dealt for 1hr. Can't gain more hp than subject's current hp + CON score. Thestil needs to make a DC 11 CL check to use this scroll. (Roll 1d20+4)

Wand of Cure Moderate Wounds (5 charges) – Touched creature regains 2d8+3 hp. Undead get DC 13 WILL for half damage.

Wand of Magic Missile (CL 5, 5 charges) – 3 1d4+1 missiles of force aimed at targets within 150 feet.

Acid Flask (2) – You can throw this 10ft. as a thrown weapon. **Ranged** acid flask +8 (1d6 acid). Each person adjacent to the target takes 1 point of acid damage.

Alchemist Fire (2) – You can throw this 10ft. as a thrown weapon. **Ranged** alchemist fire +8 (1d6 fire). Each person adjacent to the target takes 1 point of fire damage. The target takes 1d6 fire on their next turn unless they spend a full-round action putting the fire out by making a DC 15 Reflex save.

Actions in Combat

Full-Round Action

Charge – move up to double your speed (40 ft) in a straight line. You may not go through difficult terrain or other people and you must end up at one of the closest spaces you could attack the target from.

Make an attack at the end with a +2 bonus.

Full Attack – attack with both of your attacks. You may choose to either make your full attack with your *bladed belt* or with your claws.

Standard Action

Attack – you may attack once with your highest attack bonus. This may be done with your *bladed belt*, your claws, or your darts.

Cast a Spell – you may cast one of your spells.

Deliver a Vial – you may deliver a prepared injection as a melee touch attack (+12).

Scroll – you may use a scroll that you have drawn. This has verbal and somatic components. Some scrolls are not automatic – see the combat gear list.

Teleport – you may activate your *cape of the mountebank*.

Move Action

Move – you may move up to 30 feet.

Draw – you may draw any stored item, including one of your scrolls.

Swift Action

Longarm Bracers – you may activate your longarm bracers to extend your reach.

Prepare a Vial – you may prepare a vial of your psychic injection to be used.

Immediate Action

Cast *burst of adrenaline* - you may cast this spell when you make a Str, Dex, or Con-based d20 roll.

Free Action

Activate a Mesmerist Trick – you may activate one if its trigger has happened.

Attack Modifiers

	To Hit	Damage
+1 <i>bladed belt</i>	+12/+7	(1d12+8/x3)
2 claws	+12/+12	(1d8+4)
2 claws with <i>strong jaw</i>	+12/+12	(2d8+4)
Dart or injection dart	+8	(1d4+5)
flanking & Shohiraj's <i>menacing weapon</i>	+4	
painful injection		+2
vital strike		+1d12/+1d8/+1d4

