

## Krystalis

Player: Liz

**Female half-elf rogue 17 - CR 16**

Chaotic Good Humanoid (Elf, Human); Age: **23**; Height: **5' 4"**; Weight: **120 lb.**

Ability	Score	Modifier	Temporary
<b>STR</b> STRENGTH	12	+1	
<b>DEX</b> DEXTERITY	22/26	+6/+8	
<b>CON</b> CONSTITUTION	18	+4	
<b>INT</b> INTELLIGENCE	14	+2	
<b>WIS</b> WISDOM	12/14	+1/+2	
<b>CHA</b> CHARISMA	16	+3	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> (CONSTITUTION)	<b>+12</b> =	+5	+4	+3			Elven Immunities: +2 vs. enchantments

<b>REFLEX</b> (DEXTERITY)	<b>+24</b> =	+10	+8	+3	+3		Trap Sense: +5 bonus vs. traps, Elven Immunities: +2 vs. enchantments
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<b>WILL</b> (WISDOM)	<b>+12</b> =	+5	+2	+3	+2		Elven Immunities: +2 vs. enchantments
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Elven Immunities	Spell Resistance (27)
Elven Immunities - Sleep	

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
<b>AC</b> <b>25</b> =	+7		+3		+2	+2	+1	

<b>Touch AC</b> <b>16</b>	<b>Flat-Footed AC</b> <b>21</b>
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Trap Sense: +5 bonus vs. traps

<b>CM Bonus</b> <b>+13</b> =	+12	+1	-	-
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<b>CM Defense</b> <b>34</b> =	10	+12	+1	+8	-
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See the AC section (above) for situational modifiers that may also apply to CMD

<b>Base Attack</b> <b>+12</b>	<b>HP</b> <b>166</b>
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	Damage / Current HP
<b>Initiative</b> <b>+10</b>	
<b>Speed</b> <b>30 / 20 ft</b>	

**+2 corrosive sniping composite shortbow**

Ranged, both hands: **+23/+18/+13**, Crit: x3  
**1d6+3 plus 1d6 acid** Rng: 70'  
 2-hand, P

**+5 leather armor**

**+7**

Max Dex: +6, Armor Check: -  
 Spell Fail: 10%, Light



Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	<b>+13</b>	DEX (8)	5	
Speed greater/less than 30 ft. : -4 to jump				
<b>Appraise</b>	<b>+21</b>	INT (2)	16	
<b>Bluff</b>	<b>+23</b>	CHA (3)	17	
<b>Climb</b>	<b>+4</b>	STR (1)	3	
<b>Diplomacy</b>	<b>+10</b>	CHA (3)	4	
<b>Disable Device</b>	<b>+41</b>	DEX (8)	17	
<b>Disguise</b>	<b>+23</b>	CHA (3)	17	
<b>Escape Artist</b>	<b>+16</b>	DEX (8)	6	
<b>Fly</b>	<b>+5</b>	DEX (8)	-	
<b>Heal</b>	<b>+2</b>	WIS (2)	-	
<b>Intimidate</b>	<b>+8</b>	CHA (3)	2	
<b>Knowledge (dungeoneering)</b>	<b>+7</b>	INT (2)	2	
<b>Knowledge (local)</b>	<b>+7</b>	INT (2)	2	
<b>Knowledge (planes)</b>	<b>+4</b>	INT (2)	2	
<b>Perception</b>	<b>+24</b>	WIS (2)	17	
Trapfinding: +8 to locate traps, Spyglass: only -1/20' while using a spyglass, instead of -1/10'				
<b>Ride</b>	<b>+5</b>	DEX (8)	-	
<b>Sense Motive</b>	<b>+17</b>	WIS (2)	12	
<b>Sleight of Hand</b>	<b>+16</b>	DEX (8)	8	
<b>Spellcraft</b>	<b>+6</b>	INT (2)	4	
<b>Stealth</b>	<b>+29</b>	DEX (8)	17	
<b>Survival</b>	<b>+5</b>	WIS (2)	3	
<b>Swim</b>	<b>+3</b>	STR (1)	2	
<b>Use Magic Device</b>	<b>+30</b>	CHA (3)	17	

### Activated Abilities & Adjustments

Ability Score (Permanent): +2  
 Natural Armor Bonus: +1  
 Spell Resistance: +27

### Feats

- Armor Proficiency (Light)**  
When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.
- Deadly Aim -4/+8**  
Trade a penalty to ranged attacks for a bonus to ranged damage.
- Dodge**  
+1 AC.
- Expert Sniper**  
Reduce sniping penalty for staying hidden to -10.
- Iron Will**  
You get a +2 bonus on all Will saving throws.
- Point-Blank Shot**  
+1 to attack and damage rolls with ranged weapons at up to 30 feet.
- Precise Shot**  
You don't get -4 to hit when shooting or throwing into melee.
- Rapid Shot**  
You get an extra attack with ranged weapons. Each attack is at -2.
- Rogue Weapon Proficiencies**  
You are proficient with the Hand Crossbow, Rapier, Sap, Shortbow and Shortsword.

## Feats

Simple Weapon Proficiency - All  
Proficient with all simple weapons.

Skill Focus (Disable Device)

You get a +3 bonus on all checks involving the chosen skill.

Skill Focus (Use Magic Device)

You get a +3 bonus on all checks involving the chosen skill.

Stealthy

You get a +2 bonus on all Escape Artist checks and Stealth checks.

Weapon Focus (Shortbow)

You gain a +1 bonus on all attack rolls you make using the selected weapon.

## Traits

Dangerously Curious

+1 to Use Magic Device checks, Use Magic Device is always a class skill for you.

Elven Reflexes

+2 Initiative

### +3 heartseeker cold iron dagger

Main hand: **+16/+11/+6, 1d4+4**

Crit: 19-20/x2

Main w/ offhand: **+10/+5/+0, 1d4+4**

Rng: 10'  
Light, P/S

Main w/ light off: **+12/+7/+2, 1d4+4**

Offhand: **+8, 1d4+3**

Ranged: **+23, 1d4+4**

Ranged w/ offhand: **+17, 1d4+4**

Ranged w/ light off: **+19, 1d4+4**

Ranged offhand: **+15, 1d4+3**

### +3 short sword

Main hand: **+16/+11/+6, 1d6+4**

Crit: 19-20/x2

Main w/ offhand: **+10/+5/+0, 1d6+4**

Light, P

Main w/ light off: **+12/+7/+2, 1d6+4**

Offhand: **+8, 1d6+3**

### +5 revolver, nagant m1895

Ranged: **+25/+20/+15, 1d8+5**

Crit: x4

Ranged, both hands: **+25/+20/+15,**

Rng: 80'  
1-hand, B/P

**1d8+5**

Ranged w/ offhand: **+19/+14/+9,**

**1d8+5**

Ranged w/ light off: **+21/+16/+11,**

**1d8+5**

Ranged offhand: **+15, 1d8+5**

### Arrows

Main hand: **+9/+4/-1,**

Crit: x2

Main w/ offhand: **+3/-2/-7,**

Ammo, P

Main w/ light off: **+5/+0/-5,**

Offhand: **+1,**

### Baba yaga's mortar and pestle

Both hands: **+14/+9/+4, 1d6+2**

Crit: x2

Double: **+10/+5/+0 (Off: +6),**

Double, B, Monk

**1d6+2/1d6+1**

## Experience & Wealth

Experience Points: **850000/1,200,000**

Current Cash: **442 gp, 1 sp, 3 cp**

## Dagger

Main hand: **+13/+8/+3, 1d4+1**

Crit: 19-20/x2

Main w/ offhand: **+7/+2/-3, 1d4+1**

Rng: 10'

Main w/ light off: **+9/+4/-1, 1d4+1**

Light, P/S

Offhand: **+5, 1d4**

Ranged: **+20, 1d4+1**

Ranged w/ offhand: **+14, 1d4+1**

Ranged w/ light off: **+16, 1d4+1**

Ranged offhand: **+12, 1d4**

## Dimensional grenade

Ranged: **+20, 3d6+1**

Crit: x2

Ranged w/ offhand: **+14, 3d6+1**

Rng: 680'

Ranged w/ light off: **+16, 3d6+1**

Light, B

Ranged offhand: **+12, 3d6**

## Metal cartridge

Main hand: **+9/+4/-1,**

Crit: N/A

Main w/ offhand: **+3/-2/-7,**

Ammo

Main w/ light off: **+5/+0/-5,**

Offhand: **+1,**

## Rod of thunder and lightning

Main hand: **+15/+10/+5, 1d6+3**

Crit: x2

Main w/ offhand: **+9/+4/-1, 1d6+3**

Light, B

Main w/ light off: **+11/+6/+1, 1d6+3**

Offhand: **+7, 1d6+2**

## Unarmed strike

Main hand: **+13/+8/+3, 1d3+1**

Crit: x2

**nonlethal**

Light, B, Nonlethal

Main w/ offhand: **+7/+2/-3,**

**1d3+1 nonlethal**

Main w/ light off: **+9/+4/-1,**

**1d3+1 nonlethal**

Offhand: **+5, 1d3 nonlethal**

## Gear

**Total Weight Carried: 46/130 lbs, Medium Load**

**(Light: 43 lbs, Medium: 86 lbs, Heavy: 130 lbs)**

+2 corrosive sniping composite shortbow 2 lbs

+3 heartseeker cold iron dagger 1 lb

+3 short sword 2 lbs

+5 leather armor 15 lbs

+5 revolver, nagant m1895 4 lbs

Acid x2 <In: Handy haversack (75 @ 87.5 lbs)> 1 lb

Alchemist's fire <In: Handy haversack (75 @ 87.5) 1 lb

Amulet of natural armor +1 -

Arrows x20 <In: Handy haversack (75 @ 87.5) 0.15 lbs

Baba yaga's mortar and pestle <In: Handy 50 lbs

Belt of incredible dexterity +4 1 lb

Chalk x10 <In: Handy haversack (75 @ 87.5 lbs)> -

## Krystalis – Abilities & Gear

### Deadly Aim -4/+8

#### Feat

You can make exceptionally deadly ranged attacks by pinpointing a foe's weak spot, at the expense of making the attack less likely to succeed.

**Prerequisites:** Dex 13, base attack bonus +1.

**Benefit:** You can choose to take a –1 penalty on all ranged attack rolls to gain a +2 bonus on all ranged damage rolls. When your base attack bonus reaches +4, and every +4 thereafter, the penalty increases by –1 and the bonus to damage increases by +2. You must choose to use this feat before making an attack roll and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

### Dodge

#### Feat

Your training and reflexes allow you to react swiftly to avoid an opponents' attacks.

**Prerequisite:** Dex 13.

**Benefit:** You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

### Expert Sniper

#### Feat

Your quick ranged attacks make you difficult to locate.

**Prerequisite:** Stealth 3 ranks.

**Benefit:** You reduce the penalty on your Stealth checks to stay hidden while sniping by 10.

**Normal:** You take a –20 penalty on Stealth checks to stay hidden while sniping.

**Appears In :** Dirty Tactics Toolbox

### Iron Will

#### Feat

You are more resistant to mental effects.

**Benefit:** You get a +2 bonus on all Will saving throws.

### Point-Blank Shot

#### Feat

You are especially accurate when making ranged attacks against close targets.

**Benefit:** You get a +1 bonus on attack and damage rolls with ranged weapons at ranges of up to 30 feet.

### Precise Shot

#### Feat

You are adept at firing ranged attacks into melee.

**Prerequisite:** Point-Blank Shot.

**Benefit:** You can shoot or throw ranged weapons at an opponent engaged in melee without taking the standard –4 penalty on your attack roll.

**Appears In :** Not New Paths Option: Use Scaling Feats

### Rapid Shot

#### Feat

You can make an additional ranged attack.

**Prerequisites:** Dex 13, Point-Blank Shot.

**Benefit:** When making a full-attack action with a ranged weapon, you can fire one additional time this round. All of your attack rolls take a –2 penalty when using Rapid Shot.

### Skill Focus (Disable Device)

#### Feat

Choose a skill. You are particularly adept at that skill.

**Benefit:** You get a +3 bonus on all checks involving the chosen skill. If you have 10 or more ranks in that skill, this bonus increases to +6.

**Special:** You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new skill.

**Appears In :** Not Consolidated Skills

### Skill Focus (Use Magic Device)

#### Feat

Choose a skill. You are particularly adept at that skill.

**Benefit:** You get a +3 bonus on all checks involving the chosen skill. If you have 10 or more ranks in that skill, this bonus increases to +6.

**Special:** You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new skill.

**Appears In :** Not Consolidated Skills

### Stealthy

#### Feat

You are good at avoiding unwanted attention and slipping out of bonds.

**Benefit:** You get a +2 bonus on all Escape Artist and Stealth skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

**Appears In :** Not Consolidated Skills

### Weapon Focus (Shortbow)

#### Feat

Choose one type of weapon. You can also choose unarmed strike or grapple (or ray, if you are a spellcaster) as your weapon for the purposes of this feat.

**Prerequisites:** Proficiency with selected weapon, base attack bonus +1.

**Benefit:** You gain a +1 bonus on all attack rolls you make using the selected weapon.

**Special:** You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon.

### Dangerously Curious

#### Trait

You have always been intrigued by magic, possibly because you were the child of a magician or priest. You often snuck into your parent's laboratory or shrine to tinker with spell components and magic devices, and often caused quite a bit of damage and headaches for your parent as a result.

**Benefit:** You gain a +1 bonus on Use Magic Device checks, and Use Magic Device is always a class skill for you.

**Appears In :** Character Traits Web Enhancement, Advanced Player's Guide Traits, Ultimate Campaign

### Elven Reflexes

#### Trait

One of your parents was a member of a wild elven tribe, and you've inherited a portion of your elven parent's quick reflexes. You gain a +2 trait bonus on Initiative checks.

**Appears In :** Advanced Player's Guide Traits, Ultimate Campaign

## Krystalis – Abilities & Gear

### Elf Blood

### Racial Ability (Half-Elf)

Half-elves count as both elves and humans for any effect related to race.

### Elven Immunities

### Racial Ability (Half-Elf)

+2 racial bonus on saving throws against enchantment spells and effects.

### Elven Immunities - Sleep

### Unknown

You are immune to magic sleep effects.

### Improved Uncanny Dodge (Lv >= 21) (Ex) Unknown

You gain the ability to react to danger before your senses would normally allow you to do so. You cannot be caught flat-footed, nor do you lose your Dex bonus to AC if the attacker is invisible. You still lose your Dexterity bonus to AC if immobilized. You can still lose your Dexterity bonus to AC if an opponent successfully uses the feint action against you.

When you gain the 'Improved' version of this ability you can no longer be flanked. This defense denies a rogue the ability to sneak attack you by flanking, unless the attacker has at least four more rogue levels than you have levels in classes that grant Uncanny Dodge.

If you have uncanny dodge already from another class, the levels from the classes that grant uncanny dodge stack to determine the minimum rogue level required to flank you.

### Low-Light Vision

### Racial Ability, Senses

A creature with low-light vision can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of dim light. It retains the ability to distinguish color and detail under these conditions.

### Spell Resistance (27)

### Unknown

You have Spell Resistance.

### Distracting Attack (Ex)

### Class Ability (Rogue, Rogue (U

A rogue with this talent can make sneak attacks with subtle flourishes that disorient and distract her enemy. When she hits a creature with a melee attack that deals sneak attack damage, she can forgo the additional damage to cause the creature to become flat-footed against one target of her choosing until the beginning of her next turn. The rogue cannot designate herself as the creature gaining the benefit of this talent. Creatures with uncanny dodge are immune to distracting attack.

**Special:** This talent adds an effect to the rogue's sneak attack. Only one such talent can be applied to an individual attack and the decision must be made before the attack is rolled.

**Appears In:** Advanced Player's Guide

### Fast Stealth (Ex)

### Class Ability (Investigator, Rog

This ability allows a rogue to move at full speed using the Stealth skill without penalty.

### Improved Evasion (Ex)

### Class Ability (Rogue, Rogue (U

If exposed to any effect that normally allows her to attempt a Reflex saving throw for half damage, you takes no damage with a successful saving throw and half damage on a failed saving throw.

### Major Magic (Comprehend Languages, 3/cClass Ability (Investigator, Rog

A rogue with this talent gains the ability to cast a 1st-level spell from the sorcerer/wizard spell list two times a day as a spell-like ability. The caster level for this ability is equal to the rogue's level. The save DC for this spell is 11 + the rogue's Intelligence modifier. The rogue must have an Intelligence of at least 11 to select this talent. A rogue must have the minor magic rogue talent before choosing this talent.

### Minor Magic (Detect Magic, 5/day) (Sp) Class Ability (Investigator, Rog

A rogue with this talent gains the ability to cast a 0-level spell from the sorcerer/wizard spell list. This spell can be cast three times a day as a spell-like ability. The caster level for this ability is equal to the rogue's level. The save DC for this spell is 10 + the rogue's Intelligence modifier. The rogue must have an Intelligence of at least 10 to select this talent.

### Slippery Mind (Ex)

### Class Ability (Rogue, Rogue (U

This ability represents the rogue's ability to wriggle free from magical effects that would otherwise control or compel her. If a rogue with slippery mind is affected by an enchantment spell or effect and fails her saving throw, she can attempt it again 1 round later at the same DC. She can attempt only one additional saving throw against any given effect using this ability.

### Sneak Attack +9d6

### Class Ability (Rogue)

If a character can catch an opponent when he is unable to defend himself effectively from her attack, she can strike a vital spot for extra damage.

The character's attack deals extra damage anytime her target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the character flanks her target. Should the character score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet.

With a weapon that deals nonlethal damage (like a sap, whip, or an unarmed strike), a character can make a sneak attack that deals nonlethal damage instead of lethal damage. She cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty.

The character must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A character cannot sneak attack while striking a creature with concealment.

### Trap Sense +5 (Ex)

### Class Ability (Rogue)

A character gains an intuitive sense that alerts her to danger from traps, giving her a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps. These bonuses rise to +2 when the character reaches 6th level, to +3 when she reaches 9th level, to +4 when she reaches 12th level, to +5 at 15th, and to +6 at 18th level.

Trap sense bonuses gained from multiple classes stack.

### Trap Spotter (Ex)

### Class Ability (Crypt Breaker, In

Whenever a rogue with this talent comes within 10 feet of a trap, she can attempt an immediate Perception check to notice the trap. This check should be made in secret by the GM.

### Trapfinding +8

### Class Ability (Rogue)

A rogue adds 1/2 her level on Perception checks to locate traps and on Disable Device checks (minimum +1). A rogue can use Disable Device to disarm magic traps.

## Krystalis – Abilities & Gear

### Baba yaga's mortar and pestle **Weapon**

This wooden mortar for grinding is 4 feet tall and 14 inches in diameter, and can hold up to 4 cubic feet of dry goods. Its pestle is about 8 feet long and carved of the same dense wood. It can be used as a weapon, functioning as a  $+1$  *quarterstaff*. On command, the mortar and pestle shrink down small enough to fit in a belt pouch and weigh only 3 pounds. The mortar must be empty to shrink.

The mortar and pestle can be commanded to grind any object placed inside; each round, the object takes 3d6 points of damage that bypasses hardness. Any object reduced to 0 hit points in this manner is ground into powder. Magic items can attempt a DC 19 Fortitude save each round to avoid taking damage. Artifacts can't be destroyed in the mortar and pestle.

The mortar is large enough to hold a single Medium creature, but it can enlarge to hold up to four Medium creatures or one Large creature. The mortar can be commanded to fly at a speed of 30 feet as *overland flight*, for up to 8 hours per day. Using the pestle to steer the mortar grants a  $+10$  bonus on Fly checks. Twice per day, the mortar can create a single-use *phase door* that closes behind the mortar. Baba Yaga can summon her mortar and pestle to fly to her from anywhere on the same planet, regardless of the commands of any creatures inside it.

With the exception of using the pestle as a weapon, the mortar and pestle must be together to use their abilities.

#### Destruction

*Baba Yaga's mortar and pestle* are destroyed if they are used under the light of a moon that shines on three worlds to grind to powder the hipbone of a maiden, the ribcage of a mother, and the spine of a crone—all taken from the same person.

**Appears In** : Reign of Winter

### Heartseeker (+3 heartseeker cold iron dagger) **Weapon Power**

This special ability can only be placed on melee weapons. A *heartseeker* weapon is drawn unerringly toward beating hearts. A *heartseeker* weapon ignores the miss chance for concealment against most living targets, though the attack must still target the proper square. This special ability does not apply against aberrations, oozes, plants, outsiders with the elemental subtype, or any creature specifically noted to lack a heart.

#### Construction

**Requirements** Craft Magic Arms and Armor, *death knell*; **Cost**  $+1$  Bonus

**Appears In** : Ultimate Equipment

### Rod of thunder and lightning **Weapon**

Constructed of iron set with silver rivets, this rod has the properties of a  $+2$  *light mace*. Its other powers are as follows.

- **Thunder**: Once per day, the rod can strike as a  $+3$  *light mace*, and the opponent struck is stunned from the noise of the rod's impact (Fortitude DC 16 negates). Activating this sonic power counts as a free action, and it works if the wielder strikes an opponent within 1 round.
- **Lightning**: Once per day, when the wielder desires, a short spark of electricity can leap forth when the rod strikes an opponent to deal the normal damage for a  $+2$  *light mace* (1d6+2) and an extra 2d6 points of electricity damage. Even when the rod might not score a normal hit in combat, if the roll was good enough to count as a successful melee touch attack, then the 2d6 points of electricity damage still apply. The wielder activates this power as a free action, and it works if he strikes an opponent within 1 round.
- **Thunderclap**: Once per day as a standard action, the wielder can cause the rod to give out a deafening noise, just as a *shout* spell (Fortitude DC 16 partial, 2d6 points of sonic damage, target deafened for 2d6 rounds).
- **Lightning Stroke**: Once per day as a standard action, the wielder can cause the rod to shoot out a 5-foot-wide lightning bolt (9d6 points of electricity damage, Reflex DC 16 half) to a range of 200 feet.
- **Thunder and Lightning**: Once per week as a standard action, the wielder of the rod can combine the thunderclap described above with a lightning bolt, as in the lightning stroke. The thunderclap affects all within 10 feet of the bolt. The lightning stroke deals 9d6 points of electricity damage (count rolls of 1 or 2 as rolls of 3, for a range of 27 to 54 points), and the thunderclap deals 2d6 points of sonic damage. A single DC 16 Reflex save applies for both effects.

#### Construction

**Requirements**: Craft Magic Arms and Armor, Craft Rod, *lightning bolt*, *shout*; **Cost** 16,500 gp

## Krystalis – Abilities & Gear

### Scroll of blink

#### Scroll

#### Blink

You "blink" quickly back and forth between the Material Plane and the Ethereal Plane and look as though you're winking in and out of reality at random. Blink has several effects, as follows. Physical attacks against you have a 50% miss chance, and the Blind-Fight feat doesn't help opponents, since you're ethereal and not merely invisible. If the attack is capable of striking ethereal creatures, the miss chance is only 20% (for concealment). If the attacker can see invisible creatures, the miss chance is also only 20%. (For an attacker who can both see and strike ethereal creatures, there is no miss chance.) Likewise, your own attacks have a 20% miss chance, since you sometimes go ethereal just as you are about to strike. Any individually targeted spell has a 50% chance to fail against you while you're blinking unless your attacker can target invisible, ethereal creatures. Your own spells have a 20% chance to activate just as you go ethereal, in which case they typically do not affect the Material Plane (but they might affect targets on the Ethereal Plane). While blinking, you take only half damage from area attacks (but full damage from those that extend onto the Ethereal Plane). Although you are only partially visible, you are not considered invisible and targets retain their Dexterity bonus to AC against your attacks. You do receive a +2 bonus on attack rolls made against enemies that cannot see invisible creatures. You take only half damage from falling, since you fall only while you are material. While blinking, you can step through (but not see through) solid objects. For each 5 feet of solid material you walk through, there is a 50% chance that you become material. If this occurs, you are shunted off to the nearest open space and take 1d6 points of damage per 5 feet so traveled. Since you spend about half your time on the Ethereal Plane, you can see and even attack ethereal creatures. You interact with ethereal creatures roughly the same way you interact with material ones. An ethereal creature is invisible, incorporeal, and capable of moving in any direction, even up or down. As an incorporeal creature, you can move through solid objects, including living creatures. An ethereal creature can see and hear the Material Plane, but everything looks gray and insubstantial. Sight and hearing on the Material Plane are limited to 60 feet. Force effects and abjurations affect you normally. Their effects extend onto the Ethereal Plane from the Material Plane, but not vice versa. An ethereal creature can't attack material creatures, and spells you cast while ethereal affect only other ethereal things. Certain material creatures or objects have attacks or effects that work on the Ethereal Plane. Treat other ethereal creatures and objects as material.

### Scroll of greater teleport

#### Scroll

#### Teleport, Greater

This spell functions like *teleport*, except that there is no range limit and there is no chance you arrive off target. In addition, you need not have seen the destination, but in that case you must have at least a reliable description of the place to which you are teleporting. If you attempt to teleport with insufficient information (or with misleading information), you disappear and simply reappear in your original location. Interplanar travel is not possible.

### Scroll of resist energy

#### Scroll

#### Resist Energy

This abjuration grants a creature limited protection from damage of whichever one of five energy types you select: acid, cold, electricity, fire, or sonic. The subject gains resist energy 10 against the energy type chosen, meaning that each time the creature is subjected to such damage (whether from a natural or magical source), that damage is reduced by 10 points before being applied to the creature's hit points. The value of the energy resistance granted increases to 20 points at 7th level and to a maximum of 30 points at 11th level. The spell protects the recipient's equipment as well.

Resist energy absorbs only damage. The subject could still suffer unfortunate side effects.

Resist energy overlaps (and does not stack with) protection from energy. If a character is warded by protection from energy and resist energy, the protection spell absorbs damage until its power is exhausted.

**Alchemical Power Component: Alchemist's Fire (M)** : If cast to ward against cold, increase the cold resistance to 12. At caster level 7th, you may use two flasks of alchemist's fire as a power component to increase the cold resistance to 24. At caster level 11th, you may use three flasks as a power component to increase the cold resistance to 36.

### Ring of protection +2

#### Ring

This ring offers continual magical protection in the form of a deflection bonus of +2 to AC.

#### Construction

**Requirements:** Forge Ring, *shield of faith*, caster must be of a level at least three times the bonus of the ring; **Cost** 4,000 gp

### Staff of evocation

#### Staff

This smooth hickory or yew staff allows use of the following spells:

- *Fireball* (1 charge)
- *Magic missile* (1 charge)
- *Shatter* (1 charge)
- *Ice storm* (2 charges)
- *Wall of force* (2 charges)
- *Chain lightning* (3 charges)

#### Construction

**Requirements:** Craft Staff, *chain lightning*, *fireball*, *ice storm*, *magic missile*, *shatter*, *wall of force*; **Cost** 41,000 gp

### Wand of inflict serious wounds (17 charges)

#### Wand

#### Inflict Serious Wounds, Will half (DC 16)

This spell functions like *inflict light wounds*, except that you deal 3d8 points of damage + 1 point per caster level (maximum +15).

### Wand of silent image (12 charges)

#### Wand

#### Silent Image, Will disbelief (DC 11)

This spell creates the visual illusion of an object, creature, or force, as visualized by you. The illusion does not create sound, smell, texture, or temperature. You can move the image within the limits of the size of the effect.

## Krystalis – Abilities & Gear

### Potion of defoliate

### Potion or Oil

#### Defoliate

You hurl a tiny ball of negative energy, destroying plant life either in a line 60 feet long or a 10-foot-radius spread. This effect removes the cover and concealment provided by trees and undergrowth, eliminates the movement penalties associated with undergrowth, and so forth.

You may also target a single plant creature with this spell. You must succeed on a ranged touch attack to hit your target. An affected plant creature takes 2d8 points of damage.

### Potion of slipstream

### Potion or Oil

#### Slipstream, Reflex negates (DC 13)

You create a low-crested wave of water that carries the target along the surface of water or the ground. When moving across level ground, the target's speed increases by 10 feet. If going downhill, speed increases by 20 feet instead, but slipstream provides no movement bonus when going uphill. While swimming, the slipstream increases the target's swim speed by 20 feet - if the target does not have a swim speed, this spell grants a swim speed of 20 ft.

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### Amulet of natural armor +1

### Wondrous Item (Neck)

This amulet, usually containing some type of magically preserved monster hide or other natural armor - such as bone, horn, carapace, or beast scales - toughens the wearer's body and flesh, giving him an enhancement bonus to his natural armor of +1.

#### Construction

**Requirements:** Craft Wondrous Item, *barkskin*, creator's caster level must be at least three times the amulet's bonus; **Cost** 1,000 gp

### Belt of incredible dexterity +4

### Wondrous Item (Belt)

This belt has a large silver buckle, usually depicting the image of a tiger. The belt grants the wearer an enhancement bonus to Dexterity of +4. Treat this as a temporary ability bonus for the first 24 hours the belt is worn.

#### Construction

**Requirements:** Craft Wondrous Item, *cat's grace*; **Cost** 8,000 gp

### Cloak of resistance +3

### Wondrous Item (Shoulders)

Flecks of silver or steel are often sown amid the fabric of these magical cloaks. This garment offers magic protection in the form of a +3 resistance bonus on all saving throws (Fortitude, Reflex, and Will).

#### Construction

**Requirements:** Craft Wondrous Item, *resistance*, creator's caster level must be at least three times the cloak's bonus; **Cost** 4,500 gp

### Dragonbone divination sticks

### Wondrous Item

These eight rune-engraved dragon bones may be used as a divine focus for augury. They add 5% to the chance to successfully cast *augury* and *divination*. The bearer of the set gains a +3 luck bonus on one type of saving throw (Fortitude, Reflex, or Will), determined randomly each day. If a creature carries multiple sets of *dragonbone divination sticks*, all of them provide a bonus on the same saving throw.

#### Construction

**Requirements** Craft Wondrous Item, *augury*, *guidance*; **Cost** 3,200 gp

**Appears In :** Ultimate Equipment

### Flying ointment

### Wondrous Item

This preparation of herbs includes belladonna, mandrake, and foxglove (also known as "witch's glove") in a base of rendered fats. When rubbed over the skin, the ointment grants the subject the ability to fly (as the *overland flight* spell) for up to 9 hours.

#### Construction

**Requirements** Craft Wondrous Item, *overland flight*; **Cost** 1,125 gp

**Appears In :** Advanced Player's Guide, Ultimate Equipment

### Handy haversack (75 @ 87.5 lbs)

### Wondrous Item

A backpack of this sort appears to be well made, well used, and quite ordinary. It is constructed of finely tanned leather, and the straps have brass hardware and buckles. It has two side pouches, each of which appears large enough to hold about a quart of material. In fact, each is like a *bag of holding* and can actually hold material of as much as 2 cubic feet in volume or 20 pounds in weight. The large central portion of the pack can contain up to 8 cubic feet or 80 pounds of material. Even when so filled, the backpack always weighs only 5 pounds.

While such storage is useful enough, the pack has an even greater power. When the wearer reaches into it for a specific item, that item is always on top. Thus, no digging around and fumbling is ever necessary to find what a haversack contains. Retrieving any specific item from a haversack is a move action, but it does not provoke the attacks of opportunity that retrieving a stored item usually does.

#### Construction

**Requirements** Craft Wondrous Item, *secret chest*; **Cost** 1,000 gp

### Headband of inspired wisdom +2

### Wondrous Item (Headband)

This simple bronze headband is decorated with an intricate pattern of fine green etchings. The headband grants the wearer an enhancement bonus to Wisdom of +2. Treat this as a temporary ability bonus for the first 24 hours the headband is worn.

#### Construction

**Requirements:** Craft Wondrous Item, *owl's wisdom*; **Cost** 2,000 gp

**Restless lockpicks (10 rounds/day) Wondrous Item**

This set of mithral masterwork thieves' tools springs to life in the hands of a skilled user. If the user attempts to use the tools to disarm a trap or other device, he may spend a standard action beginning the disarm attempt, after which the tools continue on their own without being held. Thereafter, the bearer may perform other actions or even move away while the tools work. The tools make a Disable Device using the bearer's skill bonus plus the +2 for being masterwork thieves' tools, taking the normal amount of time to disable the device. When the skill check is completed, the tools remain in place until removed from the device. The tools can animate for up to 10 rounds per day. They can take 10 but cannot take 20. If there aren't enough rounds left in the tools to finish a particular check, the bearer can continue where the animated tools left off as long as she is in the square with the tools when the animation duration runs out.

**Construction**

**Requirements** Craft Wondrous Item, *knock*, *mage hand*; **Cost** 4,000 gp

**Appears In** : Ultimate Equipment

**Restorative ointment Wondrous Item**

A jar of this unguent is 3 inches in diameter and 1 inch deep, and contains five applications. Placed upon a poisoned wound or swallowed, the ointment detoxifies any poison (as *neutralize poison* with a +5 bonus on the check). Applied to a diseased area, it removes disease (as *remove disease* with a +5 bonus on the check). Rubbed on a wound, the ointment cures 1d8+5 points of damage (as *cure light wounds*).

**Construction**

**Requirements**: Craft Wondrous Item, *cure light wounds*, *neutralize poison*, *remove disease*; **Cost** 2,000 gp

**Universal solvent Wondrous Item**

This substance has the unique property of being able to dissolve *sovereign glue*, tanglefoot bags, and all other adhesives. Applying the solvent is a standard action.

**Construction**

**Requirements**: Craft Wondrous Item, *acid arrow*; **Cost** 25 gp



## Gear

**Total Weight Carried: 46/130 lbs, Medium Load (Light: 43 lbs, Medium: 86 lbs, Heavy: 130 lbs)**

Cloak of resistance +3	1 lb
Cold weather outfit (Free)	-
Dagger <In: Handy haversack (75 @ 87.5 lbs)>	1 lb
Dimensional grenade x4	1 lb
Dragonbone divination sticks <In: Handy haversack	1 lb
Flint and steel <In: Handy haversack (75 @ 87.5 lbs)>	-
Flying ointment <In: Handy haversack (75 @ 87.5 lbs)>	-
Handy haversack (75 @ 87.5 lbs)	5 lbs
Headband of inspired wisdom +2	1 lb
Metal cartridge x68	-
Mirror <In: Handy haversack (75 @ 87.5 lbs)>	0.5 lbs
Money <In: Handy haversack (75 @ 87.5 lbs)>	-
Oil x2 <In: Handy haversack (75 @ 87.5 lbs)>	1 lb
Piton x10 <In: Handy haversack (75 @ 87.5 lbs)>	0.5 lbs
Potion of defoliate <In: Handy haversack (75 @ 87.5	-
Potion of protection from cold	-
Potion of reduce person x2 <In: Handy haversack (75 @	-
Potion of slipstream	-
Potion of slipstream	-
Potion of spider climb <In: Handy haversack (75 @ 87.5	-
Restless lockpicks (10 rounds/day) <In: Handy	1 lb
Restorative ointment <In: Handy haversack (75 @	0.5 lbs
Ring of protection +2	-
Rod of thunder and lightning	5 lbs
Scroll of blink <In: Handy haversack (75 @ 87.5 lbs)>	-
Scroll of greater teleport	-
Scroll of resist energy <In: Handy haversack (75 @ 87.5	-
Silk rope <In: Handy haversack (75 @ 87.5 lbs)>	5 lbs
Smokestick x2 <In: Handy haversack (75 @ 87.5	0.5 lbs
Soap <In: Handy haversack (75 @ 87.5 lbs)>	0.5 lbs
Spyglass <In: Handy haversack (75 @ 87.5 lbs)>	1 lb
Staff of evocation	5 lbs
Tanglefoot bag <In: Handy haversack (75 @ 87.5	4 lbs
Thieves' tools <In: Handy haversack (75 @ 87.5 lbs)>	1 lb
Torch x2 <In: Handy haversack (75 @ 87.5 lbs)>	1 lb
Trail rations x2 <In: Handy haversack (75 @ 87.5	1 lb
Universal solvent <In: Handy haversack (75 @ 87.5 lbs)>	-
Wand of inflict serious wounds (17 charges)	-
Wand of invisibility	-
Wand of silence <In: Handy haversack (75 @ 87.5 lbs)>	-
Wand of silent image (12 charges) <In: Handy haversack -	-
Waterskin <In: Handy haversack (75 @ 87.5 lbs)>	4 lbs

## Special Abilities

### Distracting Attack (Ex)

A rogue with this talent can make sneak attacks with subtle flourishes that disorient and distract her enemy. When she hits a creature with a melee attack that deals sneak attack damage, she can forgo the additional damage to cause

### Elf Blood

Half-elves count as both elves and humans for any effect related to race.

### Fast Stealth (Ex)

This ability allows a rogue to move at full speed using the Stealth skill without penalty.

### [N/A] Heartseeker

This special ability can only be placed on melee weapons. A *heartseeker* weapon is drawn unerringly toward beating hearts. A *heartseeker* weapon ignores the miss chance for concealment against most living targets, though the

### Improved Evasion (Ex)

If exposed to any effect that normally allows her to attempt a Reflex saving throw for half damage, you takes no damage with a successful saving throw and half damage on a failed saving throw.

## Special Abilities

### Improved Uncanny Dodge (Lv >= 21) (Ex)

You gain the ability to react to danger before your senses would normally allow you to do so. You cannot be caught flat-footed, nor do you lose your Dex bonus to AC if the attacker is invisible. You still lose your Dexterity bonus to AC if

### Low-Light Vision

A creature with low-light vision can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of dim light. It retains the ability to distinguish color and detail under these conditions.

### Major Magic (Comprehend Languages, 3/day) (Sp)

A rogue with this talent gains the ability to cast a 1st-level spell from the sorcerer/wizard spell list two times a day as a spell-like ability. The caster level for this ability is equal to the rogue's level. The save DC for this spell is 11 +

### Minor Magic (Detect Magic, 5/day) (Sp)

A rogue with this talent gains the ability to cast a 0-level spell from the sorcerer/wizard spell list. This spell can be cast three times a day as a spell-like ability. The caster level for this ability is equal to the rogue's level. The save DC

### Slippery Mind (Ex)

This ability represents the rogue's ability to wriggle free from magical effects that would otherwise control or compel her. If a rogue with slippery mind is affected by an enchantment spell or effect and fails her saving throw, she can attempt it

### Sneak Attack +9d6

If a character can catch an opponent when he is unable to defend himself effectively from her attack, she can strike a vital spot for extra damage.

### Trap Sense +5 (Ex)

A character gains an intuitive sense that alerts her to danger from traps, giving her a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps. These bonuses rise to +2 when the character

### Trap Spotter (Ex)

Whenever a rogue with this talent comes within 10 feet of a trap, she can attempt an immediate Perception check to notice the trap. This check should be made in secret by the GM.

### Trapfinding +8

A rogue adds 1/2 her level on Perception checks to locate traps and on Disable Device checks (minimum +1). A rogue can use Disable Device to disarm magic traps.

## Spell-Like Abilities

Comprehend Languages (3/day)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Detect Magic (5/day)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

## Tracked Resources

+3 heartseeker cold iron dagger	<input type="checkbox"/>
Acid	<input type="checkbox"/> <input type="checkbox"/>
Alchemist's fire	<input type="checkbox"/>
Arrows	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Chain Lightning	<input type="checkbox"/>
Dagger	<input type="checkbox"/>
Dimensional grenade	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Fireball	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Flying ointment	<input type="checkbox"/>
Ice Storm	<input type="checkbox"/>
Lightning	<input type="checkbox"/>
Lightning Stroke	<input type="checkbox"/>
Magic Missile	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Major Magic (Comprehend Languages, 3/day) (Sp)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

## Tracked Resources

Metal cartridge	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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Minor Magic (Detect Magic, 5/day) (Sp)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Phase Door (2/day)	<input type="checkbox"/> <input type="checkbox"/>
Potion of defoliate	<input type="checkbox"/>
Potion of protection from cold	<input type="checkbox"/>
Potion of reduce person	<input type="checkbox"/> <input type="checkbox"/>
Potion of slipstream	<input type="checkbox"/>
Potion of slipstream	<input type="checkbox"/>
Potion of spider climb	<input type="checkbox"/>
Restless lockpicks (10 rounds/day)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Restorative ointment	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Shatter	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Smokestick	<input type="checkbox"/> <input type="checkbox"/>
Staff of evocation	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Tanglefoot bag	<input type="checkbox"/>
Thunder	<input type="checkbox"/>
Thunder and Lightning	<input type="checkbox"/>
Thunderclap	<input type="checkbox"/>
Torch	<input type="checkbox"/> <input type="checkbox"/>
Trail rations	<input type="checkbox"/> <input type="checkbox"/>
Universal solvent	<input type="checkbox"/>
Wall of Force	<input type="checkbox"/>
Wand of inflict serious wounds (17 charges)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Wand of invisibility	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Wand of silence	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Wand of silent image (12 charges)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

## Languages

Common

Sylvan

## Languages

Aquan

Elven

**Title - Krystalis (Adventure Journal)**

**Date (game world):** 0000/00/00; **Date (real world):** 2019/12/01

**XP Reward:** 827000 XP; **Net Cash:**

- no notes -