

キャラクターデータ

Name: Lyushin

Arcanist (School Savant) Shadow School TN

Character Level: 15

HP: 144 Initiative: +10

AC: 16 Touch AC: 14 Flat-Footed AC: 14

CMB: 7 CMD: 19

Fort: 13 Ref: 10 Will: 13

move: 30ft

Vision: Normal

Concentration (Defensive Casting): 24

Concentration: 24

Special ability

Weapon and Armor Proficiency: Arcanists are proficient with all simple weapons. They are not proficient with any type of armor or shield. Armor interferes with an arcanist's gestures, which can cause her spells with somatic components to fail.

School Focus (Su):

Illusionist: one additional spell per day

Opposition school (Evo, Ench): the spell takes up two of her prepared spell slots.

Extended Illusions (Su): Any illusion spell you cast with a duration of "concentration" lasts a number of additional rounds equal to 1/2 your wizard level after you stop maintaining concentration (minimum +1 round). At 20th level, you can make one illusion spell with a duration of "concentration" become permanent. You can have no more than one illusion made permanent in this way at one time. If you designate another illusion as permanent, the previous permanent illusion ends.

Binding Darkness (Sp): As a standard action, you cast a weave of shadows at any foe within 30 feet as a ranged touch attack. The shadows entangle your foe for 1 round plus 1 additional round for every five wizard levels you possess. In conditions of bright light, this duration is halved (minimum 1 round). A creature entangled by your shadows has concealment from those without darkvision or the ability to see in darkness, and other creatures likewise have concealment relative to it. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

Shadow Step (Sp): At 8th level, you can use this ability to walk through the Shadow Plane and reappear as a standard action. You can travel up to 30 feet per wizard level per day in this fashion, either in a single round or broken up across multiple shadow steps. This movement must be used in 5-foot increments and does not provoke an attack of opportunity. Travel through the Shadow Plane is imprecise; when you arrive, you re-enter 1 square off target, as per the rules for thrown splash weapons. If this would place you in an occupied square, you instead arrive in the nearest safe location. When you arrive, you are cloaked in shadow and gain concealment as the blur spell for 1 round. You may bring other willing creatures with

you, but you must expend an equal amount of distance for each additional creature brought with you. They likewise re-enter off target (roll location for each creature) and are cloaked in shadow for 1 round.

Arcane Reservoir (Su):

Max:18

Each day:10.5

Points from the arcane reservoir are used to fuel many of the arcanist's powers. In addition, the arcanist can expend 1 point from her arcane reservoir as a free action whenever she casts an arcanist spell. If she does, she can choose to increase the caster level by 1 or increase the spell's DC by 1. She can expend no more than 1 point from her reservoir on a given spell in this way.

Consume Spells (Su): At 1st level, an arcanist can expend an available arcanist spell slot as a move action, making it unavailable for the rest of the day, just as if she had used it to cast a spell. She can use this ability a number of times per day equal to her Charisma modifier (minimum 1). Doing this adds a number of points to her arcane reservoir equal to the level of the spell slot consumed. She cannot consume cantrips (0 level spells) in this way. Points gained in excess of the reservoir's maximum are lost.

Quick Study (Ex):5 The arcanist can prepare a spell in place of an existing spell by expending 1 point from her arcane reservoir. Using this ability is a full-round action that provokes an attack of opportunity. The arcanist must be able to reference her spellbook when using this ability. The spell prepared must be of the same level as the spell being replaced.

Metamixing (Su):9 The arcanist can expend 1 point from her arcane reservoir to add a metamagic feat that she knows to a spell as she casts it without affecting the casting time (though using a higher-level spell slot as normal). She can use this ability to add a metamagic feat to a spell that she prepared using a metamagic feat, although she cannot add the same metamagic feat to a given spell more than once.

Potent Magic (Su) (Advanced Class Guide pg. 11): 11Whenever the arcanist expends 1 point from her arcane reservoir to increase the caster level of a spell, the caster level increases by 2 instead of 1. Whenever she expends 1 point from her arcane reservoir to increase the spell's DC, it increases by 2 instead of 1.

Metamagic Knowledge(Su):13 Piercing Spell : Lv+1、SR+5

Metamixing (Su):15 1 point arcane reservoir, add a metamagic feat that she knows to a spell as she casts it without affecting the casting time (though using a higher-level spell slot as normal). She can use this ability to add a metamagic feat to a spell that she prepared using a metamagic feat, although she cannot add the same metamagic feat to a given spell more than once.

Campaign Trait:Formerly Mind-Swapped:you can reroll one Knowledge check that you have just failed (1 /day). In addition, you can attempt untrained Knowledge checks with DCs up to 20 instead of 10.

1.home world のわけのわからないことをぶつぶつと呟くようになる。Knowledge チェックで exceed5 ごとに追加で 2 つの Information を得る。

Trait:Gifted Adept(Dispel Magic):CL+1

Feat

Human:Spell focus (Illusion): DC+1

1lv:Improved Initiative:Initiative+4

3lv:Greater Spell focus (Illusion): DC+1

5lv:Stylized Spell (Metamagic):Lv+1, The Spellcraft DC to identify a stylized spell as it is being cast is +10

7lv:Persistent Spell (Metamagic),Whenever a creature targeted by a persistent spell or within its area succeeds on its saving throw against the spell, it must make another saving throw against the effect. If a creature fails this second saving throw, it suffers the full effects of the spell, as if it had failed its first saving throw. A persistent spell uses up a spell slot two levels higher than the spell's actual level.Spells that do not require a saving throw to resist or lessen the spell's effect do not benefit from this feat.

9lv:Spell Penetration:SR 判定 +2

11lv:Quicken Spell(Metamagic):Lv+4, Quicken

13lv:Greater Spell Penetration:SR+2

(Metamagic Knowledge(Su):13):Piercing Spell : Lv+1、 SR+5

15lv:Threnodic Spell (Metamagic Feat): Spell lv+2lv , undead creature にも Mind affect の効果がきくようになる。ただし Living creature には効果が無くなる。

0lv:known0lv のスペル全て Spell day: 沢山 Spell Prepared:5

1lv:Spell day:3+2 Spell Prepared:2+1(illusion) Spell book:3+5

Spell DC: 19 +Spell Lv (Potent magic +2)

Spell DC(illusion): 21 +Spell Lv (Potent magic +2)

Spell book

0lv:

dancing lights

1lv:

Protection form Evil,Grease,Mage Armor,Obscuring Mist,Color Spray,Silent Image,Ventriloquism Ray of Enfeeblement,Anticipate Peril,Unseen Servant,Disguise Self,Feather fall,Identify,expeditious retreat, Hypnotism, protection from good, shield,Comprehend Languages
<http://legacy.aonprd.com/coreRuleBook/spells/mirrorImage.html#mirror-image>

2lv

Invisibility,Glitter Dust,See Invisibility, Twilight Haze,Knock, blindness/deafness, detect thoughts, eagle ' s splendor, gust of wind, mirror image, owl ' s wisdom,resist energy Darkvision, Rope trick

3lv

Fly,Haste,Dispel Magic、 Wall of Nausea, Clairaudience/Clairvoyance, Major Image, Invisibility Sphere
<http://legacy.aonprd.com/advancedClassGuide/spells/wallOfNausea.html#wall-of-nausea>

4lv

illusory wall,Phantasmal Killer, Stoneskin, Dimensional Anchor, Acid pit, arcane eye, Scrying
<https://www29.atwiki.jp/prdj/pages/873.html#acid-pit>

5lv

planar binding lesser, Dream, Nightmare, Release nightmare, Phantasmal Web,Prying Eyes, テレポート , overland flight, Wall of Stone, Shadow evocation, telepathic bond
<http://legacy.aonprd.com/advancedPlayersGuide/spells/phantasmalWeb.html>

6lv

planar binding,Disintegrate, True seeing, Stone to flesh, Greater Dispel magic, Phantasmal Putrefaction

7lv

greater teleport, plane shift, teleport object, Limited Wish, Reverse Gravity, Banishment, Shadow Conjunction Greater, Project Image

8lv

Planar Binding Greater,

9lv

Gate, Teleportation Circle, interplanetary teleport, dream council OA, dream scan OA, dream travel OA,

Prepared/ 回数

0lv 9/ 沢山

Ghost sound, Detect Magic, Prestidigitation, Disrupt Undead, Acid Spray, Open Close, Read Magic, Mage Hand

1lv 5+1/4+3

Grease, Silent Image, Color Spray, Ray of Enfeeblement, Feather fall, Anticipate Peril

2lv 5+1/4+2

Glitter Dust, See invisibility, Twilight Haze, mirror image, resist energy, invisibility

3lv 4+1/4+2

Color Spray (DC 20), Haste, Dispel Magic, Wall of Nausea

4lv 4+1/4+2

Phantasmal Killer, Stoneskin, Acid pit, Dimensional Anchor

5lv 4+1/4+2

Phantasmal Web, Shadow evocation, overland flight, shadow evocation

6lv 3+1/4+1

Disintegrate, True seeing

7lv 2+1/3+1

Limited Wish, Reverse Gravity

Anticipate Peril School divination; Level alchemist 1, bard 1, ranger 1, sorcerer/wizard 1 Casting Time 1 standard action Components V, S Range touch Target creature touched Duration 1 minute/level or until activated Saving Throw Will negates; Spell Resistance yes A creature affected by anticipate peril gains a preternatural sense of danger. The first time during this spell's duration that the target has to make an initiative check, the creature adds an insight bonus on that initiative check equal to the spell's caster level (maximum +5). Once this bonus applies, the effects of the spell end.

Ability

STR: 11, DEX: 14, CON: 20, INT: 29, WIS: 12, CHA: 12

Skill

Acrobatics: 2 Appraise: 13 Bluff: 6 Climb: 0 Craft_Painting: 23 Diplomacy: 7 Disable_Device: Untrained Disguise: 1 Escape_Artist: 2 Fly: 9 Handle_Animal: Untrained Heal: 1 Intimidate: 1 Knowledge_arcana: 27 Knowledge_dungeoneering: 23 Knowledge_enginnering: 13 Knowledge_geography: Untrained Knowledge_history: Untrained Knowledge_local: Untrained Knowledge_nature: 16 Knowledge_nobility: 13 Knowledge_planes: 24 Knowledge_religion: 20 Knowledge_ForbiddenLore: 25 Linguistics: 13 Perception: 1 Perform: 1 Profession: Untrained Ride: 2 Sense_Motive: 1 Sleight_of_Hand: Untrained Spellcraft: 27 Stealth

(Size):2 Survival:1 Swim:0 Use_Magic_Device:11

Language:Common,Draconic,Undercommon,Giant,Abyssal,Infernal,Necril

Light Load: Medium Load:

4.6gp+1120gp-35gp+25gp+3000gp=4114.6gp-2565-80-16=1453.6gp-500gp=953gp +1200gp+5000gp
-4000gp(EP20 Headband Int+2) +7000gp(EP22) =10153gp -9000 -1125 =33gp +500 -40gp -120gp -300
gp インキ 90 だけつかう =73gp +7000gp - 1000gpTS マテコン =6073gp -465gp +1000gp(ンジャ
ノのお土産) +9000gp -16000 +2000 =1609 gp -400 -190 -1 -1 =1017 -25 Staff of Heaven and Earth (残
り 7charge) 6c 0 Gust of wind (1 charge) Stone shape (1 charge) Air walk (2 charges) Control winds
(2 charges) Spike stones (2 charges)

Cloack of resistance+3

Belt Con +4

Headband Int +4

Circlet of Mindsight <https://www.d20pfsrd.com/magic-items/wondrous-items/c-d/circlet-of-mindsight>

Bracers of armor +2

Ring Pro+2

Dueling dagger +1 (initiative +4)

Lesser Talisman of Healing Power 使った (Talisman of Healing Power: These talismans are inscribed with the names and symbols of spirits and other figures associated with healing. The first time that the wearer is reduced to fewer than 1/2 his maximum hit points, he automatically heals 4d8+7 hit points. Moderate conjuration; CL 7th; cure critical wounds.)

ミスラルヘビーシールド あっくすに渡す

Spellbook,15gp,3lb

Spell book (中身 : Minor Image, Major Image, Mirage Arcana, Seeming, Shadow Evocation, Persistent Image, Permanent Image, Programmed Image, Project Image)

Dagger*2:2gp,1lb

Dagger+1:

Backpack:2gp,2lb

Material Component 5gp 2lb

Ration 5 2.5gp 5lb 腐敗した

Flint and steel 1gp

Pouch, belt 1gp 0.125lb

Ink (1 oz. vial)8 gp

Inkpen 0.1gp

Ink*10 80gp

スクロールコピーようインキ : 210gp

Paper*2 0.8gp*2

Paper*20 16

Smokestick,20gp

antitoxin*1

アシッドフラスコ 4

アルカリフラスコ 2

アルケミカルファイア 4

Alchemical fire*2

Cold weather outfit8gp,7lb

Cloack of resistance+3

ブローチ ofShielding

ドクターチャワール論文 ドクターあんなチャワールに捧ぐキャシールにいるらしい

スターステラの精密な絵 (達成値 29)

Mysterium の資料

Alchemist Fire*3

Tanglefotbag*2

Holy water

Marvelous Pigments(250+3+1+1+250+6/1000 立方フィート)

Sunrod

Candle of Spirit tion

<http://www.archivesofnethys.com/MagicWondrousDisplay.aspx?FinalName=Candle%20of%20Spirit%20Protection>

Heart Stone (全部の ST+2、夢の世界で持っている)

Spell book (トランスミューター ハーフリングのホルクルムの)

イリュージョニスト協会キャシール支部 会員カード

Holy Water*2

a small replica of you worth 5 gp *5

CLW potion

CMW Potion * 3

CSW potion*3

Potion of remove deafness

Wand of Invisibility 9

シナリオ 1 でもらった Spell book(dream,dream councilOA, dream scanOA, dream travelOA, and nightmare,release nightmare) Irony に貸した

Hide from animal potion

Scroll

Fox Cunning

web

Scr of Blink ×

Scr of Cat's Grace

Scr of Silent Image

Scr of Zone of Truth

Scr of Mirror Image

Scr of MM × 2

Scr of Sunburst

Scr of Comprehend Languages*1

Scr of Detect Secret Doors*2 25*2=50

Scr of Floating Disk*2 25*2=50

Scr of Hold portal*2 50

Scr of Resist energy*1 150 + 40=190 (コピー代含む)

Scr of Slow 375 つかった
 Scr of WaterBreathing 375
 Scr of Heal
 Scr of Shadow Conjuraton Grt
 Scr of True seeing
 Scr of Cloud kill
 Scroll of Horrid Wilting
 Scr of Disintegrate*2
 Scr of Locate object
 Scr of dimensional anchor
 Rod of キャンセル
 Wand Endure Elements (50) Wand of Shield 34chg
 ハンディハバサック
 スクロール
 Gust of wind *2 150
 See Invisibility *1 75
 Invisibility *1 75
 Mirror Image *1 75
 Knock *2 150
 expeditious retreat*2 25
 Unseen Servant*2 50gp
 Resist Energy(CI7lv)*2:350
 ダイヤモンド 1000gp(内 500gp はパーティー資産だけどパーティ資産リストには入ってない)
 750 500 250 1250 1000 750 500 5500 5000 4750 4500 4250 4000
 3750
 True seeing マテコン :3 回

設定等

記憶

lyushin は大学で古代遺跡の発掘を手伝っていた。
 彼の Painting の能力は、記録に役立っていた。

発掘を進めていると沢山の本が並んでいる図書館らしき場所を発見した。担当教授は目玉の怪物を恐れて発掘を中断していたが、
 lyushin は、ついうっかりと中に入って沢山の本を確認していた。
 色々探していると社会風俗や、建築物の解説、記録をしている本が集められた棚があった。

この絵は何か街の様子を記録したものなのか……。この時代にしてはやけに新しい……。というか、むしろ最近のようだ……。この建物もどこかで見たことがあるような気がするし……。

ところで……この絵は……ああ、この筆使い、色の塗り方……独特のタッチは……だ s k l f
 じゃ w k l じゃあ。

記憶 2

lyushin は大部屋の一角で一心不乱に絵を描いていた。
これはいつのことだったのだろうか、一切記憶はなかったが、きっと昔のことだったに違いない。

絵の内容は現代の食文化、建物の構造、服飾、軍の編成、多岐にわたる内容を描いていた。それは美術的に優れている、という絵ではなく、そう、高レベル錬金術師のみが使えると言われる Camera Obscura によるもののようだった。lyushin は、過去の自分の記憶を思い返しながら、錬金術アイテムを使用しなくても、写實的に描ける技術があることに満足していた。
きっといまならさらに良い絵が描けるだろう。

きっとおそらく自分の記憶ではあるが、まるで夢の中をさまよっているようだった。
机に向かって一心不乱に絵を描いている自分自身を横目に、周囲を見渡すと机が並び、多くの人間、人間？、モンスターが紙にペンを走らせたり、タブレットにくさびを打ち込んだり何らかの記録する作業を担っていた。

リューシンは自分の絵が描き終わると、周囲に並んでいる巨大な書庫にそれを収め、また新たな紙にインクを走らせるのだった。
その作業を繰り返す中で、他の作業者が記録している内容をちらちら見ることができた。
また、特に書庫の書物を眺めることもあった。

リューシンの席の隣では、人間？状のスケルトンが、太陽の力を借りて光る剣について記していた。彼？彼女は絵が苦手なようで、文章で記していた。さらに使っている機具はタブレットだったのだが、何とそのタブレットは樹脂性でさらに光っており、なぞることで文字が記される不思議なマジックアイテムだった。

向かいをみるとネズミ人間が空を……ただし周囲は夜空のように暗かった……自由に移動する巨大な船について図面を記していた。

別の机では人間が会社辞めたい、会社辞めたいと呟きながら、頭を抱えていた。
(彼はすぐにいなくなっていた)

人間形状ではない生き物もいる。さらに目立つところでは、5本の頭を持つ巨大な龍が「強制的に敵対者を移動させることによりダメージを与える方法を主に使用する相手と戦う方法」というマニアックな戦術について記録を残していた。

また、半裸の男が王家の谷が……偉大な王の墓が……とぶつぶつ呟きながら、墓地の構造を石板に記していた。まるで迷宮のように複雑な構造をしていた。

なにはともあれ、由来は良く分からない知識も数多く「思い出す」ことができ、Knowledge チェックに成功した5差ごとに追加の知識を2つ得ることができるようになった。