

Anara the Rune-Thief

Female ghoulish arcanist 3 (Ghoul +2) - CL5 - CR 3
 Chaotic Evil Undead; Atheist; Age: 32; Height: 5' 4";
 Weight: 115lb.



Ability	Score	Modifier	Temporary
STR STRENGTH	11	0	
DEX DEXTERITY	13	+1	
CON CONSTITUTION	-	+2	
INT INTELLIGENCE	17	+3	
WIS WISDOM	14	+2	
CHA CHARISMA	14	+2	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+3	=	+1	+2			
	Channel Resistance: +2 bonus vs. channeled energy						
REFLEX (DEXTERITY)	+2	=	+1	+1			
	Channel Resistance: +2 bonus vs. channeled energy						
WILL (WISDOM)	+8	=	+6	+2			
	Channel Resistance: +2 bonus vs. channeled energy						

Immunity to Ability Drain	Immunity to Nonlethal Damage
Immunity to Bleeds	Immunity to Paralysis
Immunity to Death Effects	Immunity to Physical Ability Damage
Immunity to Disease	Immunity to Poison
Immunity to Energy Drain	Immunity to Sleep
Immunity to Exhausted	Immunity to Stunning
Immunity to Fatigue	Undead Traits
Immunity to Mind-Affecting effects	

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 13	=			+1		+2		

Touch AC 11	Flat-Footed AC 12
	BAB Strength Size Misc

CM Bonus +2	=	+2	+0	-	-
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CM Defense 13	=	10	+2	+0	+1	-
			BAB	Strength	Dexterity	Size

Base Attack	+2	HP	40
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Initiative	+1	Damage / Current HP
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Speed	35 ft
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Bite (Ghoul)

Main hand: +3, 1d6 plus disease Crit: x2
 Light, B/P/S

Claw x2 (Ghoul)

Main hand: +3, 1d6 Crit: x2
 Light, B/S

Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+3	DEX (1)	2	
Appraise	+9	INT (3)	3	
Bluff	+2	CHA (2)	-	
Climb	+5	STR (0)	2	
Diplomacy	+2	CHA (2)	-	
Disguise	+8	CHA (2)	3	
Escape Artist	+3	DEX (1)	2	
Fly	+1	DEX (1)	-	
Heal	+2	WIS (2)	-	
Intimidate	+2	CHA (2)	-	
Linguistics	+8	INT (3)	2	
Perception	+7	WIS (2)	2	
Ride	+1	DEX (1)	-	
Sense Motive	+2	WIS (2)	-	
Spellcraft	+11	INT (3)	3	
Stealth	+6	DEX (1)	2	
Survival	+5	WIS (2)	3	
Swim	+2	STR (0)	2	
Use Magic Device	+10	CHA (2)	3	

Feats

Fleet
 Magical Aptitude
 Simple Weapon Proficiency - All
 Weapon Finesse

Special Abilities

Arcane Reservoir +1 DC or CL (6/day) (Su)
 Channel Resistance +2

Gear

Total Weight Carried: 5/115 lbs, Light Load
(Light: 38 lbs, Medium: 76 lbs, Heavy: 115 lbs)

Artisan's outfit (Free) -
Goggles of minute seeing -
Money 3 lbs
Thieves' tools, masterwork 2 lbs
Wand of make whole (12 charges) -

Special Abilities

Consume Spells (Su)
Darkvision (60 feet)
Disease (DC 13) (Su)
Force Strike (1d4+3 force damage) (Su)
Paralysis (1d4+1elves are immune, DC 13, DC 13)
See Magic (Su)

Spell-Like Abilities

Detect Magic (At will)

Tracked Resources

Arcane Reservoir +1 DC or CL (6/day) (Su)
Wand of make whole (12 charges)

Languages

Common	Osiriani, Ancient
Elven	Thassilonian
Gnome	Varisian

Spells & Powers

Arcanist spells memorized (CL 3rd; concentration +6)
Melee Touch +3 Ranged Touch +3
1st (5/day)—*color spray* (DC 14), *mage armor*, *magic missile*
0th (at will)—*acid splash*, *bleed* (DC 13), *daze* (DC 13), *mending*, *ray of frost*

Experience & Wealth

Experience Points: **5000/23000**
Current Cash: **150 gp**
Reputation: **Fame: 7, PP: 7, 100 miles.**

Background

A Varisian arcanist that specialized in the thievery of magical artifacts. Caught by Chelish spies during an ill-fated heist in Egorian, she was pressed into service as a thief for the Cheliox Navy and, eventually, Arron Ivy of the Chelish Expeditionary Force.

Her biggest heist was a trip to the Godsmouth Ossuary in Kaer Maga where she was able to work with her Chelish allies to convert a rune guardian of greed (CR 1 - reduce person), a greater rune guardian of gluttony (CR 2 - blindness), and a greater rune guardian of sloth (CR 2 - summon monster II) to her own bidding. For this crime, the Church of Pharasma placed a bounty of 200 platinum pieces on her head.

During the plague ravaging the island, she became one of Arron Ivy's personal enforcers and bodyguards, using her rune guardian servants to fend off would-be rebels. Inscrutable in life and in death, it is unknown why she continues to guard the island.

MORALE: Casts Mage Armor first. Stays far away from close combat and instead uses long-range attacks in combination with her rune guardians. If a guardian is injured, she recalls it to use her wand of Make Whole.

If pressed into close quarters, uses Color Spray.