

NEDEXODUS ICONICI:
KATILAN BREDJ HUELTA

1



KATILAN BREDJ HUELTA: MATE KATILISAN WIZARD

KATLAN BREDJ HUELTA

Male Kalisan Wizard 3

CN Medium humanoid (calisan)

Homeland Imperial Alliance

Deity Sanguine Covenant

Init +3; **Senses** Perception +0

DEFENSE

AC 13, touch 13, flat-footed 10 (+3 Dex)

hp 13 (3d6)

Fort +2; **Ref** +5; **Will** +4

Resist fire 5

OFFENSE

Speed 30 ft.

Melee masterwork falchion +5 (2d4+3/18-20/x2)

Ranged light crossbow +4 (1d8)

Special Attack fire jet (5/day, 20-foot line, DC 13, 1d6+1 fire)

Wizard Spells Prepared (CL 3; concentration +5)

2nd—*flaming sphere*^F (DC 15), *scorching ray*^F

1st—*burning hands*^F (DC 13), *long arm*, *mage armor*, *true strike*

0—*acid splash*, *flare* (DC 13), *mage hand*, *spark*^F

STATISTICS

Str 15, **Dex** 16, **Con** 10, **Int** 14, **Wis** 10, **Cha** 8

Base Atk +1; **CMB** +3; **CMD** 16

Feats Endurance, Spell Focus (evocation), Weapon Focus (falchion)

Skills Appraise +7, Fly +7, Knowledge (arcana) +8, Knowledge (religion) +8, Spellcraft +8

Languages Balite, Common, Draconic, Orc

SQ arcane bond (falchion), ferocity, fire elementalist

SPECIAL ABILITIES

Arcane Bond (Sp) Katlan has a powerful bond with his masterwork falchion. So long as he's wielding his falchion he can spontaneously cast one spell per day from his spellbook. If he tries to cast spells without his falchion, he must succeed at a caster level check (DC 20 + spell level) or lose the spell.

Fire Elementalist (Su) Katlan is a fire elementalist. He lives in a world that was made to burn, and would love nothing more than to see it so. He is not malicious, he is simply flame-obsessed. The obsession has given him two powers: Fire Supremacy grants him Fire resistance 5, with the added benefit of being able to wreath himself in nearby flame for 1 round as a swift action. This fire causes 1 damage to anyone striking him with a non-reach melee weapon, unarmed strike, or natural attack; the other power granted allows Katlan to send forth a 20-foot line of fire. Anyone within the fire jet takes 1d6+1 fire damage and must make a Reflex save (DC 13) for half damage. Creatures that fail their saving throw catch fire and take 1d6 fire damage on the following round. Creatures that catch fire can avoid



this damage by taking a full-round action to extinguish the flames by making a DC 15 Reflex save. Rolling on the ground grants a +2 circumstance bonus on the save. Dousing the creature with water automatically extinguishes the flame. He can use this fire jet ability up to 5 times a day.

His fire elementalist also grants him additional spells, which are denoted by a superscript F in his list of spells in his spellbook. He has the following spells in his spellbook in addition to the spells he has prepared:

0— All of them.

1st—*ant haul*, *enlarge person*, *jump*, *magic weapon*

EQUIPMENT

Masterwork falchion, light crossbow, quiver with 10 bolts, pearl of power (1st), *cloak of resistance* +1, satchel; satchel contains an origami swarm, [4] *scrolls of magic weapon*, [2] *scrolls of enlarge person*, *scroll of scorching ray*, [2] *potions of cure light wounds*, and [2] *potions of shield of faith*, as well as a purse containing 1 pp, 5 gp, 2 cp and a piece of charcoal.

KATLAN BREDJ HUELTA

Male Kalisan Wizard 5

CN Medium humanoid (calisan)

Homeland Imperial Alliance

Deity Sanguine Covenant

INIT +7; Senses Perception +5

DEFENSE

AC 13, touch 13, flat-footed 10 (+3 Dex)

hp 20 (5d6)

Fort +2; **Ref** +5; **Will** +5

Resist fire 5

OFFENSE

Speed 30 ft.

Melee +1 falchion +6 (2d4+5/18-20/x2)

Ranged masterwork light crossbow +6 (1d8)

Special Attack fire jet (5/day, 20-foot line, DC 15, 1d6+2 fire)

Wizard Spells Prepared (CL 5; concentration +8)

3rd—*draconic reservoir*^F (DC 18), *elemental aura*^F (DC 18)

2nd—*flaming sphere*^F (DC 17), *scorching ray*^F (2)

1st—*burning hands*^F (DC 16), *long arm*, *mage armor*, *true strike*

0—*acid splash*, *flare* (DC 15), *mage hand*, *spark*^F

STATISTICS

Str 16, **Dex** 16, **Con** 10, **Int** 16, **Wis** 10, **Cha** 8

Base Atk +2; **CMB** +5; **CMD** 18

Feats Endurance, Improved Initiative, Improved Spell Focus (evocation), Spell Focus (evocation), Weapon Focus (falchion)

Skills Appraise +9, Fly +9, Knowledge (arcana) +10, Knowledge (religion) +10, Perception +5, Spellcraft +10

Languages Balite, Common, Draconic, Orc

SQ arcane bond (falchion), ferocity, fire elemental

SPECIAL ABILITIES

Arcane Bond (Sp) Katlan has a powerful bond with his +1 falchion. So long as he's wielding his falchion he can spontaneously cast one spell per day from his spellbook. If he tries to cast spells without his falchion, he must succeed at a caster level check (DC 20 + spell level) or lose the spell.

Fire Elementalist (Su) Katlan is a fire elemental. He lives in a world that was made to burn, and would love nothing more than to see it so. He is not malicious, he is simply flame-obsessed. The obsession has given him two powers: Fire Supremacy grants him Fire resistance 5, with the added benefit of being able to wreath himself in nearby flame for 1 round as a swift action. This fire causes 2 damage to anyone striking him with a non-reach melee weapon, unarmed strike, or natural attack; the other power granted allows Katlan to send forth a 20-foot line of fire. Anyone within the fire jet takes 1d6+2 fire damage and must make a Reflex



save (DC 15) for half damage. Creatures that fail their saving throw catch fire and take 1d6 fire damage on the following round. Creatures that catch fire can avoid this damage by taking a full-round action to extinguish the flames by making a DC 15 Reflex save. Rolling on the ground grants a +2 circumstance bonus on the save. Dousing the creature with water automatically extinguishes the flame. He can use this fire jet ability up to 5 times a day.

His fire elemental also grants him additional spells, which are denoted by a superscript F in his list of spells and in his spellbook. He has the following spells in his spellbook in addition to the spells he has prepared:

0— All of them.

1st—*ant haul*, *enlarge person*, *jump*, *magic weapon*

2nd—*fiery shuriken*, *invisibility*

3rd—*fly*

EQUIPMENT

+1 *falchion*, masterwork light crossbow with quiver of 10 bolts, *headband of vast intelligence* +2 (Perception), *pearl of power* (1st), *cloak of resistance* +1, satchel; satchel contains [4] *potions of cure light wounds*, [3] *potions of cure moderate wounds*, *potion of bull's strength*, *scroll of fly*, [3] *scrolls of scorching ray*, *scroll of fire shield*, [2] *bandages of rapid recovery*, a purse containing 5 pp, 10 gp, 12 cp, and a trio of scorched wooden figures worth 20 gp in total.