

Tatsuya Nakadai

Male mature adult sky dragon occultist 6 (Mature Adult Sky Dragon +18) - CL24 - CR 17

Lawful Good Dragon (Air); Deity: **Lassa**; Age: **380**; Height: **2'**

Ability	Score	Modifier	Temporary
STR STRENGTH	28	+9	
DEX DEXTERITY	14	+2	
CON CONSTITUTION	22	+6	
INT INTELLIGENCE	26	+8	
WIS WISDOM	22	+6	
CHA CHARISMA	20	+5	

Glorious Presence: +0 competence bonus on ability checks

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+22 =	+16	+6				
REFLEX (DEXTERITY)	+17 =	+13	+2		+2		
WILL (WISDOM)	+24 =	+16	+6		+2		

Damage Reduction (10/magic)	Immunity to Sleep
Immunity to Electricity	Spell Resistance (28)
Immunity to Paralysis	

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 34 =			+2	-2	+24			

Touch AC 10	Flat-Footed AC 32
	BAB Strength Size Misc

CM Bonus +33 =	+22	+9	+2	-
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CM Defense 45 = 10	BAB +22	Strength +9	Dexterity +2	Size +2
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49 vs. Overrun; 49 vs. Trip

Base Attack +22	HP 294
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Initiative +6	Damage / Current HP
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Speed 40 ft	
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Bite (Mature Adult Sky Dragon)

Main hand: **+29, 2d8+13** Crit: 19-20/x2
Light, B/P/S

Claw x2 (Mature Adult Sky Dragon)

Main hand: **+29/+29, 2d6+9** Crit: x2
Light, B/S

Crush

Crit: N/A
N/A



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+29	DEX (2)	24	
Speed greater/less than 30 ft.: +4 to jump				
Appraise	+17	INT (8)	6	
Bluff	+14	CHA (5)	6	
CL vs SR	+8	INT (8)	-	
Climb	+9	STR (9)	-	
Concentration: Occultist	+14		-	
Diplomacy	+32	CHA (5)	24	
Disguise	+5	CHA (5)	-	
Escape Artist	+2	DEX (2)	-	
Fly	+29	DEX (2)	24	
Heal	+27	WIS (6)	18	
Intimidate	+14	CHA (5)	6	
Knowledge (arcana)	+35	INT (8)	24	
Knowledge (geography)	+29	INT (8)	18	
Knowledge (local)	+21	INT (8)	10	
Knowledge (nobility)	+21	INT (8)	10	
Knowledge (planes)	+25	INT (8)	14	
Knowledge (religion)	+29	INT (8)	18	
Linguistics	+21	INT (8)	10	
Perception	+39	WIS (6)	24	
Perform (sing)	+23	CHA (5)	18	
Ride	+12	DEX (2)	10	
Sense Motive	+33	WIS (6)	24	
Spellcraft	+35	INT (8)	24	
Stealth	-6	DEX (2)	-	
Survival	+6	WIS (6)	-	
Swim	+9	STR (9)	-	
Use Magic Device	+23	CHA (5)	12	

Feats

Armor Proficiency (Light)
Armor Proficiency (Medium)
Flyby Attack
Hover

Feats

Improved Critical (Bite)
Improved Initiative
Iron Will
Lightning Reflexes
Martial Weapon Proficiency - All
Multiattack
Seeking Spell
Shield Proficiency
Simple Weapon Proficiency - All
Skill Focus (Perception)
Spell Focus (Evocation)
Spell Penetration
Vital Strike

Energy Ray 3d6 (Sp)

Ranged: **+22 touch, 3d6** Crit: N/A
Rng: 30'

Gore (Mature Adult Sky Dragon)

Main hand: **+29, 2d6+13** Crit: x2
Light, P

Tail slap (Mature Adult Sky Dragon)

Main hand: **+27, 2d6+13** Crit: x2
Light, B

Gear

Total Weight Carried: 0/7200 lbs, Light Load
(Light: 2400 lbs, Medium: 4800 lbs, Heavy: 7200 lbs)

Crush -
Money -

Special Abilities

Aura Sight (Su)
Blindsense (60 feet) (Ex)
Breath Weapon (50-ft cone, 14d8 electricity, Reflex DC 25)
Change Shape (any humanoid; *polymorph*, 3/day) (Su)
Cloud Mind (dazed 6 rnds HD <= 6, else staggered 1 rnd,
Cloud Sight (Su)
Crush (Small creatures, 2d8+13, DC 25)
Darkvision (120 feet)
Distortion (max 20%) (Su)
Divination (Crystal Ball)
Dragon Senses (Ex)
Enchantment (Necklace)
Energy Blast (5d6, 100 feet, DC 21) (Sp)
Energy Ray 3d6 (Sp)
Evocation (Staff)
Fly (200 feet, Good)
Frightful Presence (210 ft., 5d6 rounds, DC 24)
Future Gaze (Sp)
Glorious Presence (Su)
Illusion (Prism)
Intense Focus +4 (Su)
Low-Light Vision
Mental Focus (14/day) (Su)
Minor Figment (6 rounds) (Su)
Object Reading (Su)

Experience & Wealth

Current Cash: **You have no money!**

Special Abilities

Scaly Diplomacy (1/day) (Ex)
Shape Mastery (Su)
Shift Focus (Evocation [Staff], 13 focus) (Su)
Sudden Insight +3 (Sp)
Third Eye (Su)

Spell-Like Abilities

Detect Evil (At will)
Feather Fall (At will)
Gust of Wind (At will)

Tracked Resources

Breath Weapon (50-ft cone, 14d8 electricity, Reflex DC 25 half, usable every 1d4 rounds)

Change Shape (any humanoid; *polymorph*, 3/day) (Su)

Mental Focus (14/day) (Su)

Mental Focus: Divination Assigned (14 focus)

Mental Focus: Enchantment Assigned (14 focus)

Mental Focus: Evocation Assigned (14 focus)

Mental Focus: Illusion Assigned (14 focus)

Scaly Diplomacy (1/day) (Ex)

Shift Focus (Evocation [Staff], 13 focus) (Su)

Languages

Bakluni	High Rokugani
Casta	Infernal (Diabolic)
Centaur	Mharoti (Draconic)
Dwarvish	Nagaji
Elemental (Air)	Nelani
Elvish	Rokugani
Elvish (Sylvan)	Suhfang
Enochian	Sunelan
Flannae	Trade Tongue
Gloran	

Tatsuya Nakadai – Abilities & Gear

Flyby Attack Feat

This creature can make an attack before and after it moves while flying.

Prerequisite: Fly speed.

Benefit: When flying, the creature can take a move action and another standard action at any point during the move. The creature cannot take a second move action during a round when it makes a flyby attack.

Normal: Without this feat, the creature takes a standard action either before or after its move.

Hover Feat

This creature can hover in place with ease and can kick up clouds of dust and debris.

Prerequisite: Fly speed.

Benefit: A creature with this feat can halt its movement while flying, allowing it to hover without needing to make a Fly skill check.

If a creature of size Large or larger with this feat hovers within 20 feet of the ground in an area with lots of loose debris, the draft from its wings creates a hemispherical cloud with a radius of 60 feet. The winds generated can snuff torches, small campfires, exposed lanterns, and other small, open flames of non-magical origin. Clear vision within the cloud is limited to 10 feet. Creatures have concealment at 15 to 20 feet (20% miss chance). At 25 feet or more, creatures have total concealment (50% miss chance, and opponents cannot use sight to locate the creature).

Normal: Without this feat, a creature must make a Fly skill check to hover and the creature does not create a cloud of debris while hovering.

Improved Critical (Bite) Feat

Attacks made with your chosen weapon are quite deadly.

Prerequisite: Proficient with weapon, base attack bonus +8.

Benefit: When using the weapon you selected, your threat range is doubled.

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

This effect doesn't stack with any other effect that expands the threat range of a weapon.

Improved Initiative Feat

Your quick reflexes allow you to react rapidly to danger.

Benefit: You get a +4 bonus on initiative checks.

Iron Will Feat

You are more resistant to mental effects.

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

Lightning Reflexes Feat

You have faster reflexes than normal.

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

Multiattack Feat

This creature is particularly skilled at making attacks with its natural weapons.

Prerequisites: Three or more natural attacks

Benefit: The creature's secondary attacks with natural weapons take only a -2 penalty.

Normal: Without this feat, the creature's secondary attacks with natural weapons take a -5 penalty.

Seeking Spell Feat

You can cast spells that bend around barriers to reach their intended destination.

Benefit: A seeking spell's range can bend around obstacles to reach the intended target. You can define the route yourself or unambiguously identify a target and allow the spell to determine its own path. However, the spell fails if it would have to travel farther than its maximum range to reach the identified target. A ranged attack roll made to deliver a seeking spell is not subject to cover or concealment. In order to benefit from this feat, the selected spell must have a range greater than touch and target one or more creatures, or it must require the caster to make a ranged touch attack. A seeking spell uses up a spell slot 2 levels higher than the spell's actual level.

Appears In: Ranged Tactics Toolbox

Skill Focus (Perception) 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

Spell Focus (Evocation) Feat

Choose a school of magic. Any spells you cast of that school are more difficult to resist.

Benefit: Add +1 to the Difficulty Class for all saving throws against spells from the school of magic you select.

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

Spell Penetration Feat

Your spells break through spell resistance more easily than most.

Benefit: You get a +2 bonus on caster level checks (1d20 + caster level) made to overcome a creature's spell resistance.

Tatsuya Nakadai – Abilities & Gear

Vital Strike

Feat

You make a single attack that deals significantly more damage than normal.

Prerequisites: Base attack bonus +6.

Benefit: When you use the attack action, you can make one attack at your highest base attack bonus that deals additional damage. Roll the weapon's damage dice for the attack twice and add the results together before adding bonuses from Strength, weapon abilities (such as flaming), precision-based damage, and other damage bonuses. These extra weapon damage dice are not multiplied on a critical hit, but are added to the total.

Appears In: Not New Paths Option: Use Scaling Feats

Blindsight (60 feet) (Ex)

Racial Ability

Using nonvisual senses, such as acute smell or hearing, a creature with blindsense notices things it cannot see. The creature usually does not need to attempt Perception checks to pinpoint the location of a creature within range of its blindsense ability, provided that it has line of effect to that creature. Any opponent the creature cannot see still has total concealment against the creature with blindsense, and the creature still has the normal miss chance when attacking foes that have concealment. Visibility still affects the movement of a creature with blindsense. A creature with blindsense is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see.

Breath Weapon (50-ft cone, 14d8 electricit

Racial Ability (Dragon, Sky, Ma

Using a breath weapon is a standard action. A dragon can use its breath weapon once every 1d4 rounds, even if it possesses more than one breath weapon. A breath weapon always starts at an intersection adjacent to the dragon and extends in a direction of the dragon's choice. Breath weapons come in two shapes, lines and cones, whose areas vary with the dragon's size. If a breath weapon deals damage, those caught in the area can attempt Reflex saves to take half damage. The save DC against a breath weapon is 10 + 1/2 dragon's HD + dragon's Con modifier. Saves against various breath weapons use the same DC; the type of saving throw is noted in the variety descriptions. A dragon can use its breath weapon when it is grappling or being grappled.

Change Shape (any humanoid; polymorph

Racial Ability (Dragon, Sky, Ma

A creature with this special quality has the ability to assume the appearance of a specific creature or type of creature (usually a humanoid), but retains most of its own physical qualities. A creature cannot change shape to a form more than one size category smaller or larger than its original form unless noted otherwise. This ability functions as a polymorph spell, the type of which is listed in the creature's description, but the creature does not adjust its ability scores (although it gains any other abilities of the creature it mimics). Some creatures, such as lycanthropes, can transform into unique forms with special modifiers and abilities. These creatures do adjust their ability scores, as noted in their description.

Cloud Sight (Su)

Racial Ability (Dragon, Sky, Ma

This creature can see through clouds, gases, fogs, mists, and smoke as though they didn't inhibit vision. Creatures and objects do not gain concealment from creature with cloud sight due to such conditions. If creature has the ability to assume the form of a gas, cloud, etc. they can use this ability while in that form.

Crush (Small creatures, 2d8+13, DC 25)Racial Ability (True Dragon)

A flying or jumping Huge or larger dragon can land on foes as a standard action, using its whole body to crush them. Crush attacks are effective only against opponents three or more size categories smaller than the dragon. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Reflex save (DC equal to that of the dragon's breath weapon) or be pinned, automatically taking bludgeoning damage during the next round unless the dragon moves off them. If the dragon chooses to maintain the pin, it must succeed at a combat maneuver check as normal. Pinned foes take damage from the crush each round if they don't escape. A crush attack deals the indicated damage plus 1-1/2 times the dragon's Strength bonus.

Damage Reduction (10/magic)

Unknown

You have Damage Reduction against all except Magic attacks.

Darkvision (120 feet)

Racial Ability,Senses

A creature with darkvision can see in total darkness, usually to a range of 60 feet. Within this range the creature can see as clearly as a sighted creature could see in an area of bright light. Darkvision is black and white only but otherwise like normal sight.

Dragon Senses (Ex)

Racial Ability

Dragons have Darkvision 120 ft. and blindsense 60 ft. They see four times as well as a human in dim light and twice as well in normal light.

Fly (200 feet, Good)

Unknown

A creature with this ability can cease or resume flight as a free action. If the ability is supernatural, it becomes ineffective in an antimagic field, and the creature loses its ability to fly for as long as the antimagic effect persists.

Frightful Presence (210 ft., 5d6 rounds, D

Racial Ability (Dragon, Sky, Ma

This special quality makes a creature's very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is usually 30 feet, and the duration is usually 5d6 rounds. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Will save (DC = 10 + 1/2 the frightful creature's racial HD + that creature's Charisma modifier; the exact DC is given in the creature's descriptive text). On a failed save, the opponent is shaken, or panicked if it has 4 Hit Dice or fewer. An opponent that succeeds at the saving throw is immune to that same creature's frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.

Immunity to Electricity

Unknown

You are immune to electricity damage.

Immunity to Paralysis

Unknown

You are immune to paralysis.

Immunity to Sleep

Unknown

You are immune to sleep effects.

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.

Scaly Diplomacy (1/day) (Ex)

Racial Ability

Those who speak Mharoti gain a +2 to Diplomacy with scaly creatures 1/day.

Spell Resistance (28)

Unknown

You have Spell Resistance.

Tatsuya Nakadai – Abilities & Gear

Aura Sight (Su) **Class Ability (Occultist)**

At 5th level, the occultist can read the auras of creatures around him as a standard action. This functions as the *aura sight*^{ACG} spell with a duration of 1 round.

Cloud Mind (dazed 6 rnds HD <= 6, else stClass Ability (Curator,Occultist)

As a standard action, you can expend 1 point of mental focus to cloud the mind of one foe within 30 feet. That foe is dazed for 1 round if the number of Hit Dice it possesses is less than or equal to your occultist level. If it has more Hit Dice than your occultist level, it is staggered for 1 round instead. The foe can attempt a Will saving throw to negate the effect. Whether or not it succeeds at the save, the target is then immune to this effect for 1 day. This is a mind-affecting effect.

Distortion (max 20%) (Su) **Class Ability (Curator,Occultist)**

The implement allows its bearer to distort his form and location, protecting him from harm. As a standard action, the bearer can gain a concealment miss chance equal to 5% for every point of mental focus invested in the implement (to a maximum of 5% + 5% for every 2 occultist levels you possess) until the next time the bearer makes an attack. If this miss chance reaches 50%, it doesn't increase further, but the bearer gains all the benefits of *invisibility*. Creatures with *see invisibility*, *true seeing*, or similar abilities ignore the miss chance from this ability.

Divination (Crystal Ball) **Class Ability (Curator,Occultist)**

Implements of the divination school grant powers related to foresight and remote viewing.

Implements: Book, crystal ball, goggles, harrow deck, headband, lenses, planchette.

Appears In: Occult Adventures

Enchantment (Necklace) **Class Ability (Curator,Occultist)**

Enchantment implements allow the occultist to befuddle the mind and charm his foes.

Implements: Censer, crown, helm, musical instrument, necklace.

Appears In: Occult Adventures

Energy Blast (5d6, 100 feet, DC 21) (Sp) **Class Ability (Occultist)**

As a standard action that provokes attacks of opportunity, you can expend 2 points of mental focus to unleash a blast of energy. This blast has a range of 100 feet, and deals 5d6 points of energy damage, plus an additional 1d6 points for every 2 occultist levels you possess beyond 5th (6d6 at 7th, 7d6 at 9th, and so on, to a maximum of 12d6 at 19th level). The blast deals damage to each creature in a 20-foot-radius burst, but each affected creature can attempt a Reflex save to halve the damage. When you unleash an energy blast, you must decide what type of damage it deals (acid, cold, electricity, or fire). You must be at least 5th level to select this focus power.

Appears In: Occult Adventures

Energy Ray 3d6 (Sp) **Class Ability (Curator,Occultist)**

As a standard action that provokes attacks of opportunity, you can expend 1 point of mental focus to unleash a ray of pure energy as a ranged touch attack. This ray has a range of 30 feet. The ray deals an amount of energy damage equal to 1d6 points + 1d6 points for every 2 occultist levels you possess beyond 1st (2d6 at 3rd level, 3d6 at 5th, and so on, to a maximum of 10d6 at 19th level). When you unleash an energy ray, you must decide what type of damage it deals (acid, cold, electricity, or fire).

Evocation (Staff) **Class Ability (Curator,Occultist)**

Implements focused on evocation grant the ability to create and direct energy to protect and to destroy.

Implements: Gloves, rod, staff, wand.

Appears In: Occult Adventures

Future Gaze (Sp) **Class Ability (Occultist)**

As a standard action, you can gain an insight into the future by expending 1 point of mental focus. This functions as *augury*, using your occultist level as the caster level.

Appears In: Occult Adventures

Glorious Presence (Su) **Class Ability (Curator,Occultist)**

The implement invokes the presence of those who have worn it in the past. The implement's wearer gains a +1 competence bonus on all Charisma-based skill checks and ability checks for every 2 points of mental focus invested in the implement, to a maximum bonus of 1 + 1 for every 4 occultist levels you possess.

Illusion (Prism) **Class Ability (Curator,Occultist)**

Illusion implements allow the occultist to distort the senses and cloak creatures from sight.

Implements: Crystal, hat, mask, prism, ring.

Appears In: Occult Adventures

Intense Focus +4 (Su) **Class Ability (Curator,Occultist)**

The implement channels and enhances the effects of damaging evocations. A spellcaster who bears the implement can add the implement as an additional focus component for any of his damaging evocation spells that have an instantaneous duration or focus powers with an instantaneous duration. If he does so, the spell or focus power deals 1 additional point of damage of the same type to each creature for every 2 points of mental focus invested in the implement, to a maximum of 1 + 1 for every 2 occultist levels you possess.

Mental Focus (14/day) (Su) Class Ability (Occultist)

An occultist can invest a portion of his mental focus into his chosen implements for the day, allowing him to utilize a variety of abilities depending on the implements and the amount of mental focus invested in them. An occultist has a number of points of mental focus equal to his occultist level + his Intelligence modifier; these points refresh each day. He can divide this mental focus between his implements in any way he desires. If an implement is lost or destroyed, the focus invested in it is lost as well, though the occultist still refreshes those points of focus normally.

Once mental focus is invested inside an implement, the implement gains the resonant power of its implement school (see page 50), and the occultist can expend the mental focus stored in the implement to activate the associated focus powers he knows. If a resonant power grants a bonus that varies based on the amount of mental focus invested in the implement, the bonus is determined when the focus is invested, and is not reduced or altered by expending the mental focus invested in the item. Once all of the mental focus in an implement has been expended, it loses its resonant power until mental focus is once again invested in the implement.

The implement grants its resonant power to whoever possesses it; the occultist can lend the implement to an ally to assist that ally, but if he does so, he has difficulty casting that implement's spells (see Implements on page 47) and can't expend that implement's focus on focus powers until he retrieves the implement or refreshes his focus.

The occultist refreshes his mental focus once each day after receiving at least 8 hours of sleep. After refreshing his mental focus, the occultist must spend 1 hour preparing his implements and investing them with this power. Mental focus that is not used before the next time the occultist refreshes his focus is lost.

The occultist can choose to save generic mental focus inside his own body instead of investing all of it, but expending this focus comes at a higher cost. Any focus power the occultist activates with generic focus costs twice as much mental focus to use (and to maintain, if applicable). The occultist can expend his generic focus through an appropriate implement on any focus power he knows, but an implement he didn't invest any focus in at the start of the day grants no resonant power.

Minor Figment (6 rounds) (Su) Class Ability (Curator,Occultist)

As a standard action, you can expend 1 point of mental focus to create a minor figment. This can function as either *ghost sound* or *minor image*. In either case, the effect lasts for a number of rounds equal to your occultist level. If you are 7th level or higher, the figment lasts for a number of minutes equal to your occultist level, and you can cause the figment to change once during its duration when a specified condition occurs.

Object Reading (Su) Class Ability (Occultist)

At 2nd level, an occultist learns how to read information from items he examines. Examining an item in this way requires him to spend 1 minute handling the item. If the item is a magic item, the occultist learns its properties and command word as if he had successfully examined the item using *detect magic* and succeeded at a Spellcraft check. This ability does not reveal whether the item is cursed unless the occultist's class level is equal to or greater than the caster level of the item. If the item has any historical significance, the occultist learns one piece of information about its past (as determined by the GM). Finally, if the item was last used no longer than 1 day ago per the occultist's class level, the occultist learns one piece of information about the last creature to use the item. This information might be a glimpse of the creature's appearance, a brief vision of what it saw while using the item, or perhaps its emotional state when it last used the item. The GM determines what information is gained in this way. This functions like the psychometry occult skill unlock (see page 196), but doesn't require a skill check and can be used at will.

Shape Mastery (Su) Class Ability (Occultist)

As part of casting an evocation spell with an area of effect, you can expend a number of points of mental focus up to your Intelligence modifier to exclude an equal number of squares from the area.

Appears In: Occult Adventures

Shift Focus (Evocation [Staff], 13 focus) († Class Ability (Occultist)

At 4th level, an occultist gains the ability to shift his mental focus from one implement to another, though some of the focus is lost along the way. Shifting mental focus removes a number of points of mental focus from one implement and adds the same number – 1 to another implement; this takes 1 minute of quiet contemplation while touching both implements. The occultist can shift his mental focus only from one implement to another implement; he can't shift generic focus into an implement. Unlike expending focus normally, this shift can reduce the effect of a resonant power in the implement from which the mental focus was taken. It does not, however, add to the resonant power of the implement to which the focus is added.

Sudden Insight +3 (Sp) Class Ability (Curator,Occultist)

As a swift action, you can expend 1 point of mental focus to gain an insight into your immediate future. You can use this foreknowledge as a free action before you roll any ability check, attack roll, or skill check to gain an insight bonus on that roll equal to 1/2 your occultist level (minimum +1). You can use your foreknowledge only once per turn, and if it's not used by the end of your turn, the insight fades and you gain no benefit.

Third Eye (Su) Class Ability (Curator,Occultist)

The implement allows its bearer to notice that which can't easily be seen. The implement grants a +1 insight bonus on Perception checks per 2 points of mental focus stored in it, to a maximum bonus equal to the occultist's level. If the occultist is 3rd level or higher and stores at least 3 points of mental focus in it, the implement also grants low-light vision. If the occultist is 5th level or higher and stores at least 6 points of mental focus in it, the implement also grants darkvision 60 feet. (If the bearer already has darkvision, the implement increases the range of the darkvision by 30 feet.) If the occultist is 7th level or higher and stores at least 9 points of mental focus in it, the implement also grants the effects of *see invisibility*. If the occultist is 13th level or higher and stores at least 12 points of mental focus in it, the implement also grants blindsense 60 feet. If the occultist is 19th level or higher and stores at least 15 points of mental focus in it, the implement also grants blindsight 30 feet.

Spells & Powers

Sorcerer spells known (CL 9th; concentration +14)

Melee Touch +29 Ranged Touch +22

4th (5/day)—*acid pit*^{APG} (DC 19), *enervation*

3rd (7/day)—*fireball* (DC 19), *haste*, *ley energy bolt* (DC 19)

2nd (7/day)—*anti-summoning shield* (DC 17), *arcane lock*, *chaotic bolt*, *imbue with elemental might*^{ARG}

1st (8/day)—*abjuring step*^{UC}, *alarm*, *animate construct I*, *invisibility alarm*^{ACG}, *magic missile*

0th (at will)—*animate tools*, *awaken*, *blossom*, *clean*, *detect magic*, *detect poison*, *light*, *mage hand*

Occultist spells known (CL 6th; concentration +14)

Melee Touch +29 Ranged Touch +22

2nd (5/day)—*continual flame*, *flaming sphere* (DC 21), *frost fall*^{UC} (DC 21), *mindshock*

1st (6/day)—*blurred movement*^{ACG}, *burning hands* (DC 20), *echo*^{UW} (DC 19), *identify*

0th (at will)—*daze* (DC 18), *flare* (DC 19), *ghost sound* (DC 18), *sift*^{APG}

Sourcebooks Used

- **1001 Spells** - Awaken (spell); Blossom (spell); Chaotic Bolt (spell); Clean (spell)
- **Advanced Class Guide** - Blurred Movement (spell); Invisibility Alarm (spell)
- **Advanced Player's Guide** - Acid Pit (spell); Sift (spell)
- **Advanced Race Guide** - Imbue with Elemental Might (spell)
- **Advanced Races Compendium** - Centaur (language)
- **Bestiary 3** - Dragon, Sky, Mature Adult (race)
- **Deep Magic** - Ley Energy Bolt (spell)
- **Deep Magic / Zobeck Gazetteer** - Animate Construct I (spell)
- **Demon Hunter's Handbook** - Anti-Summoning Shield (spell)
- **Eberron Campaign Setting** - Eberron Mechanic, Action Points (equipment)
- **Liga** - Animate Tools (spell); Bakluni (language); Casta (language); Flannae (language); Gloran (language); High Rokugani (language); Nelani (language); Rokugani (language); Suhfang (language); Sunelan (language)
- **Occult Adventures** - Divination (special ability); Enchantment (special ability); Energy Blast (special ability); Evocation (special ability); Future Gaze (special ability); Illusion (special ability); Occultist (class); Shape Mastery (special ability)
- **Occult Origins** - Mindshock (spell)
- **Ranged Tactics Toolbox** - Seeking Spell (feat)
- **Ultimate Combat** - Abjuring Step (spell); Frost Fall (spell)
- **Ultimate Wilderness** - Echo (spell)

Title - Tatsuya Nakadai (Adventure Journal)

Date (game world): 0000/00/00; **Date (real world):** 2021/03/14

XP Reward: 0 XP; **Net Cash:**

- no notes -