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ABANDONED ARTS® PRESENTS:

NPC ARSENAL No. 4: KITSUNE MISTRESS OF MANIPULATION

A HAND-CRAFTED NON-PLAYER CHARACTER FOR USE WITH THE PATHFINDER® ROLEPLAYING GAME

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KITSUNE MISTRESS OF MANIPULATION; CR 7

This tall, exotic beauty is attired in an exquisite cloth ruff and extravagantly expensive clothing. A slender, finely-crafted wand adorns her silk belt, and she wears a slim dagger in a wrist sheathe.

kitsune sorcerer 8

XP 3,200; CN Medium humanoid (kitsune, shapeshifter)

Init +3; Senses low-light vision; Perception -1

DEFENSE

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

hp 36 (8d6+8)

Fort +3, Ref +5, Will +5

OFFENSE

Speed 30 ft.

Melee masterwork dagger +4 (1d4-1/19-20x2)

Ranged masterwork dagger +8, 10 ft. (1d4-1/19-20x2)

Special Attacks beguiling voice, fascinate 2/day (DC 18, 8 rounds)

Spell-Like Abilities (CL 8th, concentration +12)

3/day – *dancing lights*

Sorcerer Spells Known (CL 8th, concentration +12)

4th (4/day) – *malicious spite*^M (DC 23)

3rd (6/day) – *hold person* (DC 22), *reckless infatuation*^M (DC 22), *suggestion* (DC 22)

2nd (7/day) – *eagle's splendor*, *hideous laughter* (DC 21), *invisibility*, *touch of idiocy*

1st (7/day) – *bungle*^M (DC 20), *charm person* (DC 20), *mage armor*, *memory lapse*^P (DC 20), *shield*, *ventriloquism* (DC 15)

cantrips (at will) – *detect magic*, *mage hand*, *message*, *open/close*, *prestidigitation*, *ray of frost*, *resistance*, *spark*^P

Bloodline maestro bloodline

STATISTICS

Str 8, Dex 16, Con 12, Int 14, Wis 8, Cha 18

Base Attack +4; CMB +3; CMD 16

Feats Cosmopolitan^P, Eschew Materials, Greater Spell Focus (enchantment), Realistic Likeness^R, Spell Focus (enchantment), Still Spell

Skills Bluff+15 (+25 to disguise her voice), Diplomacy +15, Disguise +15 (+25 to pass for a specific human), Perform (sing) +15

Languages Celestial, Common, Elven, Gnome, Orc, Sylvan

SQ bloodline arcana, change shape (human, *alter self*), gregarious, kitsune magic

Combat Gear masterwork dagger (2), *hat of disguise*, *mummer's ruff*^E, *quick runner's shirt*^E, *potion of cure moderate wounds*, *wand of false life* (25 charges)^E; Other Gear entertainer's outfit, exotic perfume^E, infiltration kit^E, powdered turquoise worth 150 gp

SOURCEBOOK REFERENCES

^P: see the *Pathfinder® Roleplaying Game: Advanced Player's Guide*™

^R: see the *Pathfinder® Roleplaying Game: Advanced Race Guide*™

^M: see the *Pathfinder® Roleplaying Game: Ultimate Magic*™ sourcebook

^E: see the *Pathfinder® Roleplaying Game: Ultimate Equipment*™ sourcebook

BUILD NOTES

This character – while not necessarily evil – is designed to be a master of manipulation. Her alignment could easily be shifted toward either the good or the evil ends of the alignment spectrum, depending on what your needs are for the campaign, as long as those two little letters don't prevent her from doing what needs to be done to achieve her ultimate goals. The kitsune is the perfect race for building an enchantment-focused sorcerer. Kitsune magic adds a +1 to all enchantment spell DCs, and the favored class option for kitsune sorcerers adds an additional +1 every four levels. This sorceress replaced the Agile racial trait for the Gregarious trait since Acrobatics may be less useful for a charismatically-focused build. Her change shape ability combined with the Realistic Likeness racial feat allows her to appear to become almost any human character (even a PC). The mistress of manipulation possesses the Maestro bloodline due to its bonus enchantment spells and the handy bloodline arcana, which (when combined with both the Eschew Materials and Still Spell feats) means that she can cast almost any of her best spells at a higher caster level. Naturally, her bonus feat from this bloodline is Still Spell.

Since two of the most important Charisma-based skills in the game do not appear on the sorcerer class skill list, the mistress of manipulation possesses the Cosmopolitan feat, which grants her the Diplomacy and Disguise skills as class skills well as two languages; Celestial and Orc. These two languages can be swapped out for any campaign-appropriate languages. At higher levels, this build could benefit greatly from Skill Focus feats, a *headband of alluring charisma*, and enchantment-oriented spell selection including the *dominate* line of spells. Keep in mind that the Maestro bloodline eventually grants the excellent *dominate person* and *mass suggestion* as bonus spells.

The mistress' infiltration kit comes with a skeleton key for gaining entry almost anywhere, a wrist sheath to hide her dagger, and a disguise kit. When she isn't working on her master scheme, a *fascinating* performance allowing her followers to more easily pickpocket a crowd to gain extra wealth on top of her income from the various positions of power she may hold.

TACTICAL NOTES

Combat should be the absolute last resort for this enchantress. Her preference is to use her skills and spells to manipulate others into doing her dirty work. With a *hat of disguise* and a total Disguise modifier of +45 to appear as any specific human, plus a +25 Bluff modifier to disguise her voice, this sorceress is able to become anyone – almost *everyone* – in virtually any city, including many officials or even royals, if necessary. She will commonly use her enchantment spells to gain followers and fighters, or send others to do her dirty work for her. With her incredible skillset and magic, it is preferable to avoid combat even if means imprisonment. The mistress of manipulation is easily capable of finessing her way out of a jail cell and back into society. If it comes down to combat, the mistress' best chance is to use *hold person* and *hideous laughter* to incapacitate single targets (her primary targets being enemy spellcasters) while her allies stay between her and any melee attackers.

Time permitting, the sorceress should cast *eagle's splendor*, *mage armor*, and *shield* before combat. In the all-too-likely event that the mistress requires an escape plan, *invisibility* and *ventriloquism* spells should throw her enemies off her trail. In a pinch, her *quick runner's shirt* allows her to move in the same turn that she casts a Still Spell. Her bite attack in kitsune form is an absolute last resort; revealing her true nature is something to be avoided. If the PCs make an enemy of this enchantress, she will retaliate through a casting of *malicious spite* or *reckless infatuation* on a person or persons that could be cumbersome to the party.

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