



Ignis is Noctis's close childhood friend, and part of his royal retinue alongside Gladiolus and Prompto. He acts as an adviser for the royal family and a servant of the Crownsguard. He is the group's driver and chef.

Ignis wears a purple and black patterned dress shirt with a black suit and black shiny red-soled shoes. He wears shimmery silver driving gloves. He wears glasses and has short, dirty blond hair swept up at the front of his hairline and green eyes

Ignis has a composed and serious personality, and while calm most of the time, will exchange banter with the others and make puns or sarcastic quips. He serves as the brains of most of his fellowships, being in-depth with his strategies and disliking ambiguity.

Ignis Scientia

CR 1

XP 400

Male Hume Medic 1

NG Medium Humanoid

Init +4; **Senses** Perception +8

Defense

AC 16, touch 12, flat-footed 14 (+4 Armor, +2 Dex)

HP 10 (1d8+2)

Fort +3, Reflex +4, Will +4

Offense

Speed 30 feet

Melee Dueling Dagger +0 (1d4; 19-20/x2); Dueling Dagger +0 (1d4; 19-20/x2)

Special Abilities [Triage](#) (1d6+5; 5/day)

Limit Breaks [Keen Eye](#), [Regenerative Aura](#)

Tactics

During Combat Ignis will attack enemies with his dueling daggers. If allies are hurt, he will heal them with triage.

Statistics

Str 10, Dex 15, Con 13, Int 13, Wis 18, Cha 12

Base Atk +0; CMB +0; CMD 12

Feats Two-Weapon Defense, Two-Weapon Fighting

Skills Diplomacy +5, Heal +9, Knowledge (Nature) +5, Perception +8, Profession (Cooking) +8

Languages Common, Moogole

SQ [Medical Specialist](#), [Medic Training](#), [Finesse Training](#)

Combat Gear Dueling Dagger (x2), Chain Shirt; Other Gear Backpack, Bedroll, Trail Rations x3, 1-Pint Flask, 50-foot Rope, Torch x2

*Ignis puts his favored class bonus towards Bonus HP.

**If playing in a game that allows traits, Ignis takes the “Reactionary” and “Avid Reader” traits.

Ignis Scientia

CR 5

XP 1,600

Male Hume Medic 5

NG Medium Humanoid

Init +5; Senses Perception +13

Defense

AC 20, touch 16, flat-footed 15 (+5 Armor, +3 Dex, +2 Dodge, +1 Deflect)

HP 36 (5d8+10)

Fort +5, Reflex +7, Will +6

Offense

Speed 30 feet

Melee +1 Dueling Dagger +6 (1d4+4; 19-20/x2); +1 Dueling Dagger +6 (1d4+4; 19-20/x2)

Special Attacks [Surgical Precision](#) (+2d6)

Special Abilities [Triage](#) (5d6+10; 10/day), [Battlefield Inspiration](#) (10 Temp HP; 1/encounter), [Injections](#) (7/day)

Limit Breaks [Keen Eye](#), [Regenerative Aura](#)

Tactics

During Combat Ignis will attack enemies with his dueling dagger, trying to keep flank to make use his surgical precision. If allies are hurt, he will heal them with triage.

Statistics

Str 10, **Dex** 16, **Con** 13, **Int** 13, **Wis** 20, **Cha** 12

Base Atk +3; **CMB** +3; **CMD** 19

Feats Armor Focus (Chain Shirt), Two-Weapon Defense, Two-Weapon Fighting, Weapon Focus (Dueling Dagger)

Skills Diplomacy +9, Heal +15, Knowledge (Nature) +9, Perception +13, Survival +13

Languages Common, Moogole

SQ [Medical Specialist](#), [Medic Training](#), [Finesse Training](#), [Medical Practice](#) (Careful Triage, Fortifying Touch), [Holistic Care](#), [Evasive](#) (+2), [Evasion](#), [Emergency Team](#), [Combat Medic Technique](#) (Befuddling Strike), [Treatment](#), [Healing Hands](#), [Improved Recovery](#), [Uncanny Dodge](#)

Combat Gear +1 Dueling Dagger (x2), Chain Shirt, Headband of Inspired Wisdom +2, Ring of Protection +1;

Other Gear Backpack, Bedroll, Trail Rations x3, 1-Pint Flask, 50ft Rope, Torch x2

Ignis Scientia

CR 10

XP 9,600

Male Hume Medic 10

NG Medium Humanoid

Init +6; **Senses** Perception +19

Defense

AC 28, touch 20, flat-footed 20 (+8 Armor, +4 Dex, +4 Dodge, +2 Deflect)

HP 78 (10d8+30)

Fort +12, **Reflex** +14, **Will** +11

Offense

Speed 30 feet

Melee +2 Dueling Dagger +12/+7 (1d4+6; 19-20/x2); +2 Dueling Dagger +12/+7 (1d4+6; 19-20/x2)

Special Attacks [Surgical Precision](#) (+3d6)

Special Abilities [Triage](#) (10d6+16; 16/day), [Battlefield Inspiration](#) (16 Temp HP; 3/encounter), [Injections](#) (11/day)

Limit Breaks [Keen Eye](#), [Regenerative Aura](#)

Tactics

During Combat Ignis will attack enemies with his dueling dagger, trying to keep flank to make use his surgical precision. If allies are hurt, he will heal them with triage.

Statistics

Str 10, Dex 18, Con 14, Int 13, Wis 22, Cha 12

Base Atk +7; CMB +7; CMD 28

Feats Armor Focus (Chain Shirt), Dodge, Mobility, Skill Focus (Heal), Two-Weapon Defense, Two-Weapon Fighting, Weapon Focus (Dueling Dagger)

Skills Diplomacy +14, Heal +30, Knowledge (Nature) +14, Perception +19, Profession (Cook) +19, Survival +19

Languages Common, Moogole

SQ [Medical Specialist](#), [Medic Training](#), [Finesse Training](#), [Medical Practice](#) (Careful Triage, Fortifying Touch, Blood Transfusion, Faster Injections, Developed Immunity), [Holistic Care](#), [Evasive](#) (+3), [Evasion](#), [Emergency Team](#), [Combat Medic Technique](#) (Befuddling Strike, Celerity, Deflect Arrows), [Treatment](#), [Healing Hands](#), [Improved Recovery](#), [Uncanny Dodge](#), [Anesthetic](#), [Improved Triage](#), [Precision Expertise](#), [Medical Alchemist](#), [Resuscitation](#), [Improved Uncanny Dodge](#), [Improved Injections](#)

Combat Gear +2 Dueling Dagger (x2), +3 Chain Shirt, Headband of Inspired Wisdom +4, Ring of Protection +2, Belt of Incredible Dexterity +2, Cloak of Resistance +3; **Other Gear** Backpack, Bedroll, Trail Rations x3, 1-Pint Flask, 50-foot Rope, Torch x2

Ignis Scientia

CR 15

XP 51,200

Male Hume Medic 15

NG Medium Humanoid

Init +8; **Senses** Perception +25

Defense

AC 34, touch 25, flat-footed 22 (+9 Armor, +6 Dex, +6 Dodge, +3 Deflect)

HP 116 (15d8+45)

Fort +15, **Reflex** +19, **Will** +16

Offense

Speed 30 feet

Melee +4 Dueling Dagger +20/+15/+10 (1d4+10; 19-20/x2); +4 Dueling Dagger +20/+15/+10 (1d4+10; 19-20/x2)

Special Attacks [Surgical Precision](#) (+5d6)

Special Abilities [Triage](#) (15d6+22; 22/day), [Battlefield Inspiration](#) (22 Temp HP; 4/encounter), [Injections](#) (14/day)

Limit Breaks [Keen Eye](#), [Regenerative Aura](#)

Tactics

During Combat Ignis will attack enemies with his dueling dagger, trying to keep flank to make use his surgical precision. If allies are hurt, he will heal them with triage.

Statistics

Str 10, Dex 22, Con 14, Int 14, Wis 24, Cha 12

Base Atk +11; CMB +11; CMD 36

Feats Armor Focus (Chain Shirt), Dodge, Mobility, Nimble Moves, Skill Focus (Heal), Spring Attack, Two-Weapon Defense, Two-Weapon Fighting, Weapon Focus (Dueling Dagger)

Skills Diplomacy +19, Heal +38, Knowledge (Nature) +20, Perception +25, Profession (Cook) +25, Survival +25

Languages Common, Mooglegon, Elvaan

SQ [Medical Specialist](#), [Medic Training](#), [Finesse Training](#), [Medical Practice](#) (Careful Triage, Fortifying Touch, Blood Transfusion, Faster Injections, Developed Immunity, Improved Developed Immunity, Swift Injections), [Holistic Care](#), [Evasive](#) (+5), [Evasion](#), [Emergency Team](#), [Combat Medic Technique](#) (Befuddling Strike, Celerity, Deflect Arrows), [Treatment](#), [Healing Hands](#), [Improved Recovery](#), [Uncanny Dodge](#), [Anesthetic](#), [Improved Triage](#), [Precision Expertise](#), [Medical Alchemist](#), [Resuscitation](#), [Improved Uncanny Dodge](#), [Improved Injections](#), [Quick Fix](#), [Advanced Combat Medic Technique](#) (Crippling Strike, Improved Evasion), [Therapy](#), [Penetrating Strike](#), [Improved Resuscitation](#), [Superior Injections](#)

Combat Gear +4 Dueling Dagger(x2), +4 Chain Shirt, Ring of Protection +3, Quick Bracer, Cloak of Resistance +4, Phoenix Down x2; **Other Gear** Backpack, Bedroll, Trail Rations x3, 1-Pint Flask, 50-foot Rope, Torch x2