



Urianger often speaks in poetry and riddles. He is well-versed in the prophecy pointing to the Seventh Umbral Era, and recites a verse at nearly every encounter. Though his appearance and mannerisms are intimidating, he is a virtuous character. Although he often tries to hide it behind a serious facade. Though secretive, Urianger is loyal to his fellow Scions and his teacher.

It greatly pains him to deceive his friends or withhold information from them, but follows through with his convictions and plans, as they are for the greater good. When all is revealed, Urianger makes no excuses and humbly wishes for forgiveness and understanding from his fellow adventurers.

Urianger Augurelt

CR 1

XP 400

Male Elvaan Astrologian 1

LG Medium Humanoid

Init +3; **Senses** Low-Light Vision; **Perception** +11

Defense

AC 15, touch 11, flat-footed 14 (+4 Mage Armor, +1 Dex) [-4 AC without Mage Armor]

HP 8 (1d6+2); **MP** 5

Fort +2, **Reflex** +1, **Will** +7

Offense

Speed 30 ft.

Ranged Power Staff: Fire +1 (1d6+5)

Special Attacks [Star Globe](#) (25-ft. ranged touch; 1d4+5)

Special Abilities [Prescience](#) [8/day], [Draw](#) [6/day]

Limit Breaks [Celestial Opposition](#) (30-ft.-radius burst; Will DC 16 or Stun for 1 round), [Kinetic Card](#) (2d6 non-element damage, 30-ft.-cone; Reflex DC 16 for half damage)

Astrologian Spells Known (CL 1st, Concentration +6)

- **1st** – Comprehend Languages, Cure (DC 16), Deprotect (DC 16), Deshell (DC 16), Endure Elements, Mage Armor, Protect, Shell
- **0th** – Detect Magic, Guidance, Read Magic, Torchlight

Tactics

During Combat Urianger begins combat by casting mage armor unless it is already active. Urianger prefers to avoid melee combat and stays back, healing and buffing his allies, using his star globe to attack if he must.

Statistics

Str 9, **Dex** 13, **Con** 14, **Int** 14, **Wis** 20, **Cha** 8

Base Atk +0; **CMB** -1; **CMD** 10

Feats Scribe Scroll

Skills Heal +9, Knowledge (Arcana) +6, Knowledge (History) +6, Knowledge (Planes) +6, Perception +11, Spellcraft +6

Languages Common, Elvaan, Celestial, Goblin

SQ [Keen Senses](#), [Arcane Focus](#), [Fleet-Footed](#), [Hatred](#), [Spell Proficiency](#)

Combat Gear Power Staff: Fire, Scroll of Mage Armor, Scroll of Protect x2; **Other Gear** Backpack, Bedroll, Trail Rations x3, 1-Pint Flask, Scroll Tube, 13 gil.

*Urianger puts his favored class bonus into 1/6th of a +1 Bonus to his draw ability every level.

**If playing in a game that allows traits, Urianger gains the “Reactionary”, and “Resilient Caster” traits.

Urianger Augurelt

CR 5

XP 1,600

Male Elvaan Astrologian 5

LG Medium Humanoid

Init +14; **Senses** Low-Light Vision; Perception +17

Defense

AC 17, touch 13, flat-footed 14 (+4 Mage Armor, +2 Dex, +1 dodge) [-4 AC without Mage Armor]

HP 32 (5d6+10); **MP** 23

Fort +3, **Reflex** +3, **Will** +10

Offense

Speed 30 ft.

Special Attacks [Star Globe](#) +4 (35-ft. ranged touch; 1d4+6)

Special Abilities [Prescience](#) [9/day], [Draw](#) [11/day], [Lightspeed](#) [9/day], [Astrology Secret](#) (Spray of Shooting Stars [2/day; DC 17]), [Royal Road](#), [The Heavenly Paths](#)

Limit Breaks [Celestial Opposition](#) (30-ft.-radius burst; Will DC 18 or Stun for 2 rounds), [Kinetic Card](#) (4d6 non-element damage, 30-ft.-cone; Reflex DC 18 for half damage)

Astrologian Spells Known (CL 5th, Concentration +11)

- **3rd** – Cura, Haste
- **2nd** – Cure II (DC 18), Communal Endure Elements, Lesser Dwarf’s Endurance, Lesser Galka’s Strength, Lesser Mithra’s Grace, Restore, See Invisibility
- **1st** – Comprehend Languages, Cure (DC 17), Deprotect (DC 17), Deshell (DC 17), Endure Elements, Fearna, Mage Armor, Protect, Shell, Shield
- **0th** – Detect Magic, Guidance, Read Magic, Torchlight, Resistance

Tactics

During Combat Urianger begins combat by casting mage armor unless it is already active. Urianger prefers to avoid melee combat and stays back, healing and buffing his allies, using his star globe to attack if he must.

Statistics

Str 9, **Dex** 14, **Con** 14, **Int** 14, **Wis** 22, **Cha** 8

Base Atk +2; **CMB** +1; **CMD** 13

Feats Empowered Spell, Extra MP, Improved Initiative, Scribe Scroll

Skills Heal +14, Knowledge (Arcana) +10, Knowledge (History) +10, Knowledge (Planes) +10, Perception +17, Spellcraft +10

Languages Common, Elvaan, Celestial, Goblin

SQ [Keen Senses](#), [Arcane Focus](#), [Fleet-Footed](#), [Hatred](#), [Spell Proficiency](#), [Forewarned](#), [Clear Mind I](#), [Anticipate Danger](#), [Fateful Touch](#), [Insight](#) (9/day)

Combat Gear Headband of Inspired Wisdom +2, Hi-Ether x2, Hi-Potion, Phoenix Down; **Other Gear** Backpack, Bedroll, Trail Rations x3, 1-Pint Flask, Scroll Tube.

Urianger Augurelt

CR 10

XP 9,600

Male Elvaan Astrologian 10

LG Medium Humanoid

Init +15; **Senses** Low-Light Vision; Perception +25

Defense

AC 23, touch 19, flat-footed 17 (+4 Mage Armor, +2 Dex, +3 Deflection, +4 Dodge) [-4 AC without Mage Armor]

HP 72 (10d6+30); **MP** 64

Fort +6, **Reflex** +5, **Will** +14

Offense

Speed 30 ft.

Ranged +3 Power Staff: Holy +10 (1d6+10)

Special Attacks [Star Globe](#) (50-ft. ranged touch; 1d4+7)

Special Abilities [Prescience](#) [10/day], [Draw](#) [12/day], [Lightspeed](#) [10/day], [Astrology Secret](#) (Spray of

Shooting Stars [2/day; DC 22], Star Chart [1/day]), [Royal Road](#), [The Heavenly Paths](#), [Essential Dignity](#), [Spread](#), [Sect Powers](#) (Moonbeam [1d6+10 Ice; DC 22]), [Synastry](#) (7/day)

Limit Breaks [Celestial Opposition](#) (30-ft.-radius burst; Will DC 22 or Stun for 3 rounds), [Kinetic Card](#) (6d6 non-element damage, 30-ft.-cone; Reflex DC 22 for half damage)

Astrologian Spells Known (CL 10th, Concentration +17)

- **5th** – Breath of Life, Communal Stoneskin, Curaga, Restoraga
- **4th** – Cure IV (DC 21), Esuna, Raise, Restora, Shieldra, Vanish
- **3rd** – Cura, Deprotetra, Deshellra, Haste, Heroism, Regen II, Scrying (DC 20), Slow (DC 20)
- **2nd** – Cure II (DC 19), Communal Endure Elements, Lesser Dwarf's Endurance, Lesser Galka's Strength, Lesser Mithra's Grace, Restore, See Invisibility
- **1st** – Comprehend Languages, Cure (DC 18), Deprotect (DC 18), Deshell (DC 18), Endure Elements, Fearna, Mage Armor, Protect, Shell, Shield
- **0th** – Detect Magic, Guidance, Know Direction, Mending, Read Magic, Resistance, Torchlight

Tactics

During Combat Urianger begins the day by casting mage armor. Urianger prefers to avoid melee combat and stays back, healing and buffing his allies, using his star globe or Power Staff to attack if he must.

Statistics

Str 9, **Dex** 14, **Con** 17, **Int** 14, **Wis** 24, **Cha** 8

Base Atk +5; **CMB** +4; **CMD** 16

Feats Dodge, Empower Spell, Extra MP, Improved Initiative, Maximize Spell, Quicken Spell, Scribe Scroll

Skills Heal +20, Knowledge (Arcana) +15, Knowledge (History) +15, Knowledge (Planes) +15, Perception +25, Spellcraft +15

Languages Common, Elvaan, Celestial, Goblin

SQ [Keen Senses](#), [Arcane Focus](#), [Fleet-Footed](#), [Hatred](#), [Spell Proficiency](#), [Forewarned](#), [Clear Mind II](#), [Anticipate Danger](#), [Fateful Touch](#), [Insight](#) (10/day), [Knowledge of the Ages](#) (7/day), [Do-Over](#) (10/day), [Future Sight](#) (1/day)

Combat Gear +3 Power Staff: Holy, Headband of Inspired Wisdom +4, Ring of Protection +3, Tough Ring, X-Ether, Hi-Potion x3; **Other Gear** Backpack, Bedroll, Trail Rations x3, 1-Pint Flask, Scroll Tube.

Urianger Augurelt

CR 15

XP 51,200

Male Elvaan Astrologian 15

LG Medium Humanoid

Init +16; **Senses** Low-Light Vision; Perception +32

Defense

AC 25, touch 21, flat-footed 18 (+4 Mage Armor, +2 Dex, +4 Deflection, +5 Dodge) [-4 AC without Mage Armor]

HP 156 (15d6+90); **MP** 137

Fort +9, **Reflex** +7, **Will** +17

Offense

Speed 30 ft.

Ranged +5 Power Staff: Holy +14 (1d6+13)

Special Attacks [Star Globe](#) (75-ft. ranged touch; 1d4+8)

Special Abilities [Prescience](#) [11/day], [Draw](#) [15/day], [Lightspeed](#) [11/day], [Astrology Secret](#) (Spray of Shooting Stars [4/day; DC 25], Star Chart [1/day], Dweller in Darkness, Lure of the Heavens), [Royal Road](#), [The Heavenly Paths](#), [Essential Dignity](#), [Spread](#), [Sect Powers](#) (Moonbeam [1d6+10 Ice; DC 25], Eye of the Moon, Touch of the Moon [DC 25]), [Synastry](#) (8/day), [Shuffle](#) [11/day], [Foretell](#) [8 rounds/day]

Limit Breaks [Celestial Opposition](#) (30-ft.-radius burst; Will DC 25 or Stun for 4 rounds), [Kinetic Card](#) (8d6 non-element damage, 30-ft.-cone; Reflex DC 25 for half damage)

Astrologian Spells Known (CL 15th, Concentration +23)

- **8th** – Anti-Magic Field, Arisega
- **7th** – Auto-Raise, Full-Cure, Protectra III, Shellra III, Vanishga
- **6th** – Arise, Auto Cure, Esunaga, Greater Dispel, Hastega, Null-Statusga, Slowga (DC 24)
- **5th** – Breath of Life, Communal Stoneskin, Curaga, Gravity (DC 23), Restoraga
- **4th** – Cure IV (DC 22), Esuna, Raise, Restora, Shieldra, Vanish
- **3rd** – Cura, Deprotectra, Deshellra, Haste, Heroism, Regen II, Srying (DC 21), Slow (DC 21)
- **2nd** – Cure II (DC 20), Communal Endure Elements, Lesser Dwarf's Endurance, Lesser Galka's Strength, Lesser Mithra's Grace, Restore, See Invisibility
- **1st** – Comprehend Languages, Cure (DC 19), Deprotect (DC 19), Deshell (DC 19), Endure Elements, Fearna, Mage Armor, Protect, Shell, Shield
- **0th** – Detect Magic, Guidance, Know Direction, Mending, Message, Read Magic, Resistance, Torchlight

Tactics

During Combat Urianger begins the day by casting mage armor. Urianger prefers to avoid melee combat and stays back, healing and buffing his allies, using his star globe or Power Staff to attack if he must.

Statistics

Str 9, **Dex** 14, **Con** 22, **Int** 14, **Wis** 27, **Cha** 8

Base Atk +7/+2; **CMB** +6; **CMD** 18

Feats Dodge, Empower Spell, Enlarge Spell, Extend Spell, Extra MP, Improved Initiative, Maximize Spell, Quicken Spell, Scribe Scroll, Silent Spell, Still Spell

Skills Heal +26, Knowledge (Arcana) +20, Knowledge (History) +20, Knowledge (Planes) +20, Perception +32, Spellcraft +20

Languages Common, Elvaan, Celestial, Goblin

SQ [Keen Senses](#), [Arcane Focus](#), [Fleet-Footed](#), [Hatred](#), [Spell Proficiency](#), [Forewarned](#), [Clear Mind III](#), [Anticipate Danger](#), [Fateful Touch](#), [Insight](#) (11/day), [Knowledge of the Ages](#) (8/day), [Do-Over](#) (11/day), [Future Sight](#) (1/day), [Tugging Strands](#) (1/day), [Far Seer](#), [Defy Death](#) (1/day)

Combat Gear +5 Power Staff: Holy, Crystal Amulet, Ring of Protection +4, Mask of a Thousand Tomes, Turbo Ether, X-Ether, X-Potion x4, Phoenix Down x2; **Other Gear** Backpack, Bedroll, Trail Rations x3, 1-Pint Flask, Scroll Tube.