

## Shisio Dafoe

*"I am here to help you."*

Shisio appears to be a frozen knight covered in an unending layer of frost. His skin is a brilliant transparent blue with glimpses of liquid beneath. Frost forms across his hands and arms, dripping down to form knife-like icicles. Despite his rigid, frozen appearance, he moves about gracefully and methodically.

Every breath he breathes hisses out into a cold white mist. The air surrounding him is always bitterly cold and even blows mystical snow as ice crystals spread from his very footprints. Despite being a tall ominous figure, Shisio has a calming effect on those around him.

Despite being a knight, Shisio wears magical white robes, which would be better fit for powerful spellcasters. His robe, like the rest of his form, is covered in a layer of slick ice. Shisio is generally as quiet and calm as the morning snow. When filled with righteous anger, however, his temperament is more volatile and dangerous than a raging arctic blizzard. He has no love of evil creatures and refuses to associate himself with anyone who may consistently offend his moral code (which is very similar to that of many paladins). When forced to deal with such creatures, he does so harshly and without mercy. When around goodly people, however, Shisio prefers to remain in the background, allowing others to accomplish tasks for themselves—jumping in to help only when it is absolutely necessary. In this regard, Shisio modestly sees himself more as a guide than a hero.

Shisio is not a name most people know. Shisio himself rarely speaks it and he never volunteers it to others lightly. He is a powerful, if seemingly random, force of good in the world and few people know (or care to know) more than that. The many legends told of him say he trained as a paladin in his youth (and still is today) and supplemented his already great power with a knack for sorcery. He has fought and slain demons, devils, dragons, giants, and worse creatures of a fell nature. He has rescued nobles, peasants, and royalty alike—even a young bunny once it has been said. Shisio seemingly adventures at random appearing in various parts of the world to work good deeds within moments of one another. No one knows anything about this strange paladin's goals and intentions, just that he is as likely to come and go as the weather and is always as beneficial as the cleansing, life giving rays of the sun.



## Shisio Dafoe

Male samsaran magus 20

LG Medium humanoid (samsaran)

**Init** +5; **Senses** low-light vision; Perception +31

**Languages** Abyssal, Celestial, Common, Infernal, Samsaran

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### DEFENSE

**AC** 36, touch 20, flat-footed 31 (+11 armor, +5 deflection, +5 Dex, +5 natural)

**hp** 222 plus greater *false life* (20 HD)

**Fort** +22, **Ref** +17, **Will** +22 (reroll vs. mind-influencing effects); +2 vs. death effects, negative energy, and to remove negative levels

**Defensive Abilities** *freedom of movement*, lifebound, no need to eat, drink, or breathe, reflection; **DR** 5/evil; **Immune** bleed effects, environmental temperature extremes; **Miss Chance** 20%; **Resist** fire 30; **SR** 18

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### OFFENSE

**Speed** 30 ft. (6 squares), fly 40 ft. (good)

**Melee** +5 *icy burst spell storing cold iron scythe* +29/+24/+19 (2d4+14 plus 1d6 cold/×4 plus 3d10 cold) with *greater magic weapon* and *heroism*, or  
+5 *icy burst spell storing cold iron scythe* +25/+20/+15 (2d4+26 plus 1d6 cold/×4 plus 3d10 cold) with *greater magic weapon*, *heroism*, and *Power Attack*, or  
+5 *alchemical silver spiked gauntlet* +28/+23/+18 (1d4+10/×2) with *greater magic weapon* and *heroism*, or  
+5 *alchemical silver spiked gauntlet* +24/+19/+14 (1d4+18/×2) with *greater magic weapon*, *heroism*, and *Power Attack*

**Ranged** +5 *adaptive composite longbow* +29/+24/+19 (1d8+12/×3) with *greater magic weapon* and *heroism*, or  
+5 *adaptive composite longbow* +25/+20/+15 (1d8+20/×3) with *greater magic weapon*, *heroism*, and *Deadly Aim*

**Special Attacks** arcane pool (18 points plus 4 in storage, +5 bonus), greater spell combat, spellstrike, true magus

**Spell-Like Abilities** (CL 20<sup>th</sup>; Concentration +23)  
1/day – *comprehend languages*, *death watch*, *stabilize*

**Magus Spells Prepared** (CL 20<sup>th</sup>; Concentration +28)

6<sup>th</sup> (6/day) – *chain lightning*, *freezing sphere*, *greater dispel magic*, *greater heroism*<sup>\*</sup>, *icy crystal teleport*<sup>UM\*</sup>, *mislead*

5<sup>th</sup> (7/day) – *cone of cold*, *icy prison*<sup>UM\*</sup> (2), ~~*overland flight*~~, *telekinesis* (2), *teleport*

4<sup>th</sup> (12/day) – *bestow curse*<sup>\*</sup>, *fire shield*, ~~*greater false life*~~<sup>UM\*</sup>, *greater invisibility* (2), *ice storm*, *intensified fireball* (2), *intensified lightning bolt* (2), *wall of ice* (2)

3<sup>rd</sup> (7/day) – ~~*greater magic weapon*~~ (3), *heroism*<sup>\*</sup> (2), ~~*magic circle against evil*~~<sup>\*\*</sup> (2)

2<sup>nd</sup> (7/day) – *acid arrow*, *frigid touch*<sup>UM\*</sup>, *glitterdust*, *intensified shocking grasp* (2), *see invisibility*, *web*

1<sup>st</sup> (8/day) – *chill touch*, *icicle dagger*<sup>UM\*</sup>, *magic missile* (2), *shield* (2), *true strike*, *unseen servant*

0 (at will) – *detect magic*, *light*, *mage hand*, *prestidigitation*, *ray of frost*

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### STATISTICS

**Abilities** Str 22 (+6), Dex 20 (+5), Con 18 (+4), Int 28 (+8), Wis 18 (+4), Cha 20 (+5)

**Base Atk** +15; **CMB** +21; **CMD** 41

**Feats** Craft Staff, Craft Wondrous Item, *Deadly Aim*<sup>B</sup>, *Forge Ring*, *Heighten Spell*, *Intensified Spell*, *Maximize Spell*, *Power Attack*<sup>B</sup>, *Preferred Spell* (battering blast), *Quickened Spell*, *Rime Spell*, *Spell Perfection* (*battering blast*), *Weapon Focus* (scythe<sup>B</sup>)

**Skills** *Acrobatics* +26, *Bluff* +10, *Diplomacy* +30, *Disguise* +10, *Fly* +17 (*overland flight*), *Intimidate* +33, *Knowledge* (arcana) +33, *Knowledge* (planes) +33, *Perception* +31, *Perform* (any) +10, *Sense Motive*



+31, Spellcraft +33, Stealth +16, Swim +30, Use Magic Device +33; **Armor Check Penalty** –1; **Spell Modifiers** +2 all skills (*heroism*)

**SQ** fighter training (10<sup>th</sup>), greater spell access, improved spell combat, improved spell recall, knowledge pool (8 max), magus arcana (accurate strike, arcane accuracy +8, close range, familiar, reflection, spell blending: *magic circle against evil*, spell shield, wand wielder), medium/heavy armor, samsaran magic, shards of the past (perception, sense motive)

**Combat Gear** durable arrows (adamantine 20, standard 80), *true seeing* material components (10), *wands* (*bless weapon*, 50 charges; *cure critical wounds*, 25 charges; *cure light wounds*, 100 charges [among multiple wands]; intensified *fireball* [CL 15<sup>th</sup>], 25 charges; intensified *lightning bolt* [CL 15<sup>th</sup>], 25 charges; intensified *shocking grasp* [CL 10<sup>th</sup>], 25 charges; maximized *magic missile* [CL 9<sup>th</sup>], 25 charges; *wall of ice*, 25 charges); **Other Gear** +1 *adaptive composite longbow*, +1 *icy burst spell storing cold iron scythe* (doubles as a *staff of frost*), +5 *mithral glamered hosteling improved shadow breastplate*, *amulet of natural armor* +5 (doubles as a *hand of glory*), *belt of physical perfection* +6 (doubles as a *meridian belt*), *blessed book* (482 pages left), *boots of speed* (doubles as *boots of the winterlands*), *circlet of persuasion*, *cloak of minor displacement* (doubles as *muleback cords*), *eyes of charming*, *glove of storing*, *greater bracers of archery*, *headband of mental superiority* +6 (Diplomacy, Intimidate, Sense Motive), *ioun stones* (clear spindle, iridescent spindle, pearly white spindle), *mantle of faith*, masterwork alchemical silver spiked gauntlet, *pearls of power* (2 spells) (2), *ring of arcane mastery*, *ring of greater energy resistance* (fire; doubles as a ring of freedom of movement), *ring of inner fortitude* (greater), *ring of protection* +5, *ring of wizardry IV*, *robe of the archmagi* (white), spell component pouch, tender (239gp), *tome of clear thought* +3 (already read)

**Spellbook** all magus spells plus the following wizard spells: 6<sup>th</sup>—*greater heroism*\*, *ice crystal teleport*<sup>UM</sup>\*; 5<sup>th</sup>—*dominate person*\*, *icy prison*<sup>UM</sup>\*; 4<sup>th</sup>—*bestow curse*\*, *greater false life*<sup>UM</sup>\*; 3<sup>rd</sup>—*battering blast*<sup>DoG</sup>\* (see below), *heroism*\*, *magic circle against evil*\*\*; 2<sup>nd</sup>—*frigid touch*\*, *see invisibility*\*; 1<sup>st</sup>—*disguise self*\*, *icicle dagger*<sup>UM</sup>\*; 0—*bleed*\*, *message*\*

**Encumbrance** light 173 lb., medium 346 lb., heavy 520 lb.; **Weight Carried** 60 lb. 8 oz. (excluding tender)

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## SPECIAL ABILITIES

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**Accurate Strike (Ex)** You can expend 2 points from your arcane pool as a swift action to resolve all of your melee weapon attacks until the end of your turn as melee touch attacks.

**Arcane Accuracy (Su)** You can expend 1 point from your arcane pool as a swift action to grant yourself an insight bonus equal to your Intelligence bonus on all attack rolls until the end of your turn.

**Arcane Pool (Su)** You have a reservoir of mystical arcane energy that you can draw upon to fuel your powers and enhance your weapon. This arcane pool has a number of points equal to ½ your magus level (minimum 1) + your Intelligence modifier. The pool refreshes once each day when you prepare your spells. You can expend 1 point from your arcane pool as a swift action to grant any weapon you are holding a +5 enhancement bonus for 1 minute. These bonuses can be added to the weapon, stacking with existing weapon enhancement to a maximum of +5. Multiple uses of this ability do not stack with themselves. These bonuses can be used to add any of the following weapon properties: *dancing*, *flaming*, *flaming burst*, *frost*, *icy burst*, *keen*, *shock*, *shocking burst*, *speed*, or *vorpal*. Adding these properties consumes an amount of bonus equal to the property's cost. These properties are added to any the weapon already has, but duplicates do not stack. If the weapon is not magical, at least a +1 enhancement bonus must be added before any other properties can be added. These bonuses and properties are decided when the arcane pool point is spent and cannot be changed until the next time you use this ability. These bonuses do not function if the weapon is wielded by anyone other than you. You can only enhance one weapon in this way at one time. If you use this ability again, the first use immediately ends.

**Close Range (Ex)** You can deliver ray spells that feature a ranged touch attack as melee touch spells. You can use a ranged touch attack spell that targets more than one creature (such as *scorching ray*), but you make only one melee touch attack to deliver one of these ranged touch effects; additional ranged touch attacks from that spell are wasted and have no effect. These spells can be used with the spellstrike class feature.

**Fighter Training (Ex)** You count ½ your total magus level as your fighter level for the purpose of qualifying for feats. If you have levels in fighter, these levels stack.

**Greater Spell Access (Su)** You gain access to an expanded spell list. You learn and place 14 spells from the wizard's spell list into your spellbook as magus spells of their wizard level, provided they aren't already on your magus spell list. You gain two of each of spell levels 0 through 6. You can ignore the somatic component of these spells, casting them without the normal chance of spell failure. These spells are denoted above by asterisks.

**Greater Spell Combat (Ex)** You can cast spells and wield your weapons at the same time. This functions much like two-weapon fighting, but the off-hand weapon is a spell that is being cast. To use this ability, you must have one hand free (even if the spell being cast does not have somatic components), while wielding a light or one-handed melee weapon in the other hand. As a full-round action, you can make all of your attacks with your melee weapon at a –2 penalty and can also cast any spell from the magus spell list with a casting time of 1 standard action (any attack roll made as part of this spell also takes this penalty). If you cast this spell defensively, you can decide to take an additional penalty on your attack rolls, up to your Intelligence bonus, and add twice that amount +2 as a circumstance bonus on your concentration check. If the check fails, the spell is wasted, but the attacks still take the penalty. You can choose to cast the spell first or make the weapon attacks first, but if you have more than one attack, you cannot cast the spell between weapon attacks.

**Improved Spell Recall (Su)** With a swift action you can recall any single magus spell that you have already prepared and cast that day by expending a number of points from your arcane pool equal to ½ the spell's level (minimum 1). Furthermore, instead of recalling a used spell, you can prepare a spell of the same level that you have in your spellbook. You do so by expending a number of points from your arcane pool equal to the spell's level (minimum 1). You cannot apply metamagic feats to a spell prepared in this way. You do not need to reference your spellbook to prepare a spell in this way.

**Knowledge Pool (Su)** When you prepare your magus spells, you can decide to expend 1 or more points from your arcane pool, up to your Intelligence bonus. For each point you expend, you can treat any one spell from the magus spell list as if it were in your spellbook and can prepare that spell as normal that day. If you do not cast spells prepared in this way before the next time you prepares spells, you loses those spells. You can also cast spells added in this way using you pool spell ability, but only until you prepare spells again.

**Lifebound (Ex)** You gain a +2 racial bonus on all saving throws made to resist death effects, saving throws against negative energy effects, Fortitude saves made to remove negative levels, and Constitution checks made to stabilize if reduced to negative hit points.

**Medium/Heavy Armor (Ex)** You can cast magus spells while wearing armor without incurring the normal arcane spell failure chance. Like any other arcane spellcaster, when using a shield you incur a chance of arcane spell failure if the spell in question has a somatic component.

**Ongoing Spell Effects** You have the following spells cast upon you no less than 12 hours a day (unless noted otherwise): *greater false life*, *heroism*, *magic circle against evil*, *overland flight*. Additionally, all of your weapons have received the benefits of the *greater magic weapon* spell. The effects of these ongoing spells are included in the above statistics where appropriate.

**Reflection (Su)** You can sacrifice 1 or more points from your arcane pool as an immediate action to reflect a spell back at its caster. This functions as *spell turning*, but only if the targeted spell is of a level equal to or less than the number of points expended. If insufficient points are expended, they instead grant an insight bonus on any saving throws allowed by the spell, equal to the number of points spent.

**Shards of the Past (Ex)** You gain a +2 racial bonus two skills of your choice (shown above), and they are always treated as class skills for you.

**Spell Blending (Ex)** You treat one or more wizard spells (shown above) as magus spells. You know them for free. These spells are marked above by double asterisks.

**Spell Shield (Su)** You can expend a point from your arcane pool as an immediate action to grant yourself a shield bonus to AC equal to your Intelligence bonus until the end of your next turn.

**Spellstrike (Su)** Whenever you cast a spell with a range of "touch" from the magus spell list, you can deliver the spell through any weapon you are wielding as part of a melee attack. Instead of the free melee touch attack normally allowed to deliver the spell, you can make one free melee attack with your weapon (at your highest base attack bonus) as part of casting this spell. If successful, this melee attack deals its

normal damage as well as the effects of the spell. If you make this attack in concert with spell combat, this melee attack takes all the penalties accrued by spell combat melee attacks. This attack uses the weapon's critical range (20, 19–20, or 18–20 and modified by the keen weapon property or similar effects), but the spell effect only deals ×2 damage on a successful critical hit, while the weapon damage uses its own critical modifier.

**True Magus (Su)** Whenever you use your spell combat ability, you do not need to make a concentration check to cast the spell defensively. Whenever you use spell combat and your spell targets the same creature as your melee attacks, you can choose to either increase the DC to resist the spell by +2, grant yourself a +2 circumstance bonus on any checks made to overcome spell resistance, or grant yourself a +2 circumstance bonus on all attack rolls made against the target during your turn.

**Wand Wielder (Su)** You can activate a wand or staff in place of casting a spell when using spell combat.

## Fufu

Rabbit familiar

N Tiny magical beast (augmented animal)

**Init** +2; **Senses** low-light vision, scent; **Perception** +24

**Languages** empathic link, speak with master, speak with burrowing mammals

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### DEFENSE

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**AC** 24, touch 14, flat-footed 22 (+2 Dex, +10 natural, +2 size)

**hp** 111 (20 HD)

**Fort** +12, **Ref** +8, **Will** +13

**Defensive Abilities** improved evasion; **SR** 25

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### OFFENSE

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**Speed** 15 ft. (3 squares), climb 15 ft., swim 15 ft.

**Melee** bite +19 (1d3–4) or

by spell +19 touch (as the spell)

**Space** 2½ ft.; **Reach** 0 ft.

**Special Attacks** deliver touch spells

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### STATISTICS

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**Abilities** Str 2 (–4), Dex 15 (+2), Con 11 (+0), Int 15 (+2), Wis 13 (+1), Cha 2 (–4)

**Base Atk** +15; **CMB** +15; **CMD** 21

**Feats** Weapon Finesse

**Skills** Acrobatics +25, Climb +10, Diplomacy +16, Intimidate +16, Knowledge (arcana) +22, Knowledge (planes) +22, Perception +24, Sense Motive +21, Spellcraft +22, Stealth +18, Swim +25, Use Magic Device +16; **Racial Modifiers** +4 Stealth

**SQ** alertness, empathic link, familiar traits, scry on familiar, share spells, speak with master, speak with burrowing mammals

**Encumbrance** light 4 lb. 8 oz., medium 9 lb. 12 oz., heavy 15 lb.; **Weight Carried** 0 lb.

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### SPECIAL ABILITIES

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**Alertness (Ex)** While your familiar is within arm's reach, you gain the Alertness feat.

**Deliver Touch Spells (Su)** If you and your familiar are in contact at the time you cast a touch spell, you can designate your familiar as the toucher. Your familiar can then deliver the touch spell personally. As usual, if you cast another spell before the touch is delivered, the touch spell dissipates.

**Empathic Link (Su)** Your familiar has an empathic link with you out to one mile. You cannot see through your familiar's eyes, but the two of you can communicate empathically. Only general emotional content can be communicated. You have the same connection to an item or place that your familiar does.

**Improved Evasion (Ex)** When subjected to an attack that normally allows a Reflex saving throw for half damage, your familiar takes no damage if he makes a successful saving throw and half damage even if the saving throw fails.

**Scry On Familiar (Sp)** Once per day you may scry on your familiar, as if using the *scry* spell.

**Share Spells** You may cast a spell with a target of “You” on your familiar (as a touch spell) instead of on yourself. You may cast spells on your familiar even if the spells do not normally affect creatures of your familiar’s type (magical beast).

**Speak with Burrowing Mammals (Ex)** Your familiar may communicate with other burrowing mammals. Such communication is limited by the Intelligence of the conversing creatures.

**Speak With Master (Ex)** You and your familiar may communicate verbally, using a private language no one else understands.

## **BATTERING BLAST**

**School** evocation (force); **Level** sorcerer/wizard 3  
**Casting Time** 1 standard action  
**Components** V, S  
**Range** close (25 ft. + 5 ft./2 levels)  
**Target** one creature or unattended object  
**Duration** instantaneous  
**Saving Throw** Reflex partial (see text); **Spell Resistance** yes

You hurl a fist-sized ball of force resembling a sphere of spikes to ram a designated creature or object. You must succeed on a ranged touch attack to strike your target. On a successful hit, you deal 1d6 points of force damage per two caster levels (maximum 5d6). For every 5 caster levels you possess beyond 5<sup>th</sup>, you gain a second ball of force.

A creature struck by any of these is subject to a bull rush attempt. The force has a Strength modifier equal to your Intelligence, Wisdom, or Charisma modifier (whichever is highest). The CMB for the force’s bull rush uses your caster level as its base attack bonus, adding the force’s Strength modifier and a +10 bonus for each additional blast directed against the same target. Each sphere of force makes its own separate bull rush attempt—if multiple spheres strike one target, you make multiple CMB checks but only take the highest result to determine success. If the bull rush succeeds, the force pushes the creature away from you in a straight line, and the creature must make a Reflex save or fall prone.

This spell pushes an unattended object struck by it 20 feet away from you, provided it weighs no more than 25 pounds per level (maximum 250 pounds). This spell cannot move creatures or objects beyond your range. Used on a door or other obstacle, the spell attempts a Strength check to destroy it if the sheer damage inflicted by the spell doesn’t do the job.

This spell originally appears in *Dungeons of Golarion*.