

OCCULTIST LEVEL 4

Quick with his strange but fascinating stories, Mavaro knows much about the world but speaks little of his past. His obsession with finding esoteric relics makes him invaluable to the Pathfinder Society.

MAVARO

Male human occultist 4

N Medium humanoid (human)

Init +1; **Senses** Perception +6

DEFENSE

AC 19, touch 12, flat-footed 18 (+7 armor, +1 deflection, +1 Dex)

hp 32 (4d8+9)

Fort +8, **Ref** +4, **Will** +8; +2 vs. emotions

OFFENSE

Speed 20 ft.

Melee +1 *one-eyed sword* +9 (1d8+5/19-20)

Ranged sling +4 (1d4+4)

Implement Schools

Abjuration (talisman clasp, 4 points)—*Resonant* warding talisman; *Focus* mind barrier (8 points)

Necromancy (Mother Wren's skull, 2 points)—*Resonant* necromantic focus; *Focus* mind fear (DC 15)

Transmutation (one-eyed sword, 3 points)—*Resonant* physical enhancement (+2); *Focus* legacy weapon (+1), philosopher's touch (2 weapons, 4 minutes), sudden speed

Occultist Spells Known (CL 4th; concentration +7)

2nd (2/day)—*false life*, *levitate*, *resist energy*

1st (4/day)—*inflict light wounds* (DC 14), *lead blades*^{APG}, *shield*

0—*mage hand*, *resistance*, *touch of fatigue* (DC 13)

TACTICS

Base Statistics If Mavaro's mental focus points are unassigned, his statistics are **Fort** +6, **Ref** +2, **Will** +6; **Melee** +1 *one-eyed sword* +8 (1d8+4/19-20); **Ranged** sling +4 (1d4+3); **Str** 16; **CMD** +6; **CMD** 18.

STATISTICS

Str 18, **Dex** 12, **Con** 14, **Int** 16, **Wis** 10, **Cha** 11

Base Atk +3; **CMB** +7; **CMD** 19

Feats Extra Mental Focus^{OA*}, Iron Will*, Weapon Focus (longsword)*

Skills Appraise +8, Diplomacy +7, Knowledge (arcana) +10, Knowledge (history) +10, Knowledge (planes) +10, Knowledge (religion) +10, Linguistics +7, Perception +7, Spellcraft +7, Use Magic Device +9;

Armor Check Penalty -3

Traits grief-filled^{UCA*}, spirit sense

Languages Abyssal, Celestial, Common, Infernal, Thassilonian, Varisian

SQ implements 3, magic item skill*, mental focus (9), object reading

Combat Gear wand of cure light wounds (6 charges), acid (2); **Other**

Gear +1 breastplate, +1 one-eyed sword (longsword), ring of

protection +1, sling with 10 bullets, backpack, dagger, hemp rope (50 ft.), grappling hook, talisman clasp, torches (5), trail rations (4), waterskin, 5 gp

* This ability's effects have been calculated into Mavaro's statistics.

SPECIAL ABILITIES

Favored Class Mavaro gains 1/6 of a new focus power for each occultist level he has past 1st.

Implements Mavaro can access the abjuration school of magic through his talisman clasp, the necromancy school of magic through Mother Wren's skull, and the transmutation school of magic through his +1 *one-eyed sword*. If these items are not in his possession, he must succeed at a DC 22 concentration check (1d20+7) to cast *false life* (without the skull), *levitate* (without the sword), or *resist energy* (without the clasp); a DC 21 concentration check to cast *inflict light wounds* (without the skull), *lead blades* (without the sword), or *shield* (without the clasp); or a DC 20 concentration check to cast *mage hand* (without the sword), *resistance* (without the clasp), or *touch of fatigue* (without the skull).

Legacy Weapon If Mavaro expends 1 point of mental focus from his one-eyed sword, as a standard action he can touch a weapon and grant it a +1 enhancement bonus, or he can give it any +1 weapon special ability (for a list, see page 469 of the *Pathfinder RPG Core Rulebook*). The bonus lasts for 1 minute.

Mental Focus Mavaro has 9 points of mental focus, which he can invest into his implements at the beginning of the day to access his implement schools' resonant and focus powers. He can divide the focus in any way he desires. It takes 1 hour for Mavaro to invest his implements with mental focus.

Once Mavaro invests mental focus in an implement, the implement gains its school's resonant power, and Mavaro can spend mental focus stored in the implement to access its focus powers. The implement grants its resonant power to whoever possesses it (allowing Mavaro to aid allies, but making his spells more difficult to cast; see Implements above). Mavaro must be holding his implements to expend their focus powers.

Mavaro can choose to save generic mental focus inside his own body instead of investing it. He can expend generic focus on any focus power he knows, but doing so costs twice as many points of mental focus, and an implement into which he did not invest mental focus grants no resonant power. If one of his implements is lost or destroyed, the invested mental focus is lost. Mental focus refreshes once each day after Mavaro sleeps for at least 8 hours.

In the statistics above, Mavaro has invested 4 points of mental focus in his talisman clasp, 2 points in Mother Wren's skull and 3 points in his one-eyed sword.

Mind Barrier As a swift action, Mavaro can expend 1 point of mental



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focus to create a shield of mental energy that protects him. The shield prevents a total of 8 points of damage, and lasts until the start of Mavaro's next turn or until exhausted. Mavaro can activate this as an immediate action if he spends 2 points of mental focus.

Mind Fear As a standard action, Mavaro can expend 1 point of mental

OCCULTIST **LEVEL 4**

focus from Mother Wren's skull to cause creatures within 30 feet with 4 Hit Die to become frightened for 1d4 rounds (Will DC 15 negates). A frightened creature flees; if unable to flee, it may fight. A frightened creature takes a -2 penalty on all attack rolls, saving throws, skill checks, and ability checks. Creatures with more than 1 Hit Die are instead shaken (shaken creatures simply take the penalties). This is a mind-affecting fear effect.

Necromantic Focus If Mavaro invested mental focus into Mother Wren's skull, undead take a -1 penalty on saving throws against the skull's bearer for every 4 points of mental focus Mavaro invested in it. Additionally, the bearer can control an additional 2 Hit Dice of undead for every point of mental focus invested (maximum 16). A spellcaster who uses the skull as an additional focus for a necromancy spell to create undead can create an additional 16 Hit Dice of undead.

Object Reading Mavaro can learn about items by spending 1 minute handling them. If it's a magic item, he learns its properties and command word as if he had used *detect magic* and made a successful Spellcraft check (*Core Rulebook* 267). If the item has historical significance, Mavaro learns one piece of information about its past. If the item was last used no longer than 4 days ago, Mavaro learns one piece of information about its previous user. Mavaro does not learn if an item is cursed unless its caster level is 3rd or lower.

Philosopher's Touch If Mavaro expends 1 point of mental focus from his one-eyed sword, as a standard action he can touch up to two weapons to give them the properties of cold iron or silver for 4 minutes.

Physical Enhancement When Mavaro invests mental focus into his one-eyed sword, he can select Strength, Dexterity, or Constitution. The sword grants a +2 temporary enhancement bonus to that score if he invests at least 3 points in it (maximum +2). Mavaro has chosen Strength in the statistics above.

Sudden Speed As a swift action, Mavaro can expend 1 point of mental focus to increase his land speed by 30 feet for 1 minute. This ability does not stack with itself.

Spells Mavaro can cast the following spells. For the full descriptions of the spells below, see Chapter 10 of the *Core Rulebook* or Chapter 5 of the *Pathfinder RPG Advanced Player's Guide*.

False Life: Mavaro gains 1d10+4 temporary hit points for 4 hours.

InFLICT Light Wounds: Creature touched takes 1d8+4 point of damage (Will DC 14 save half). This spell heals undead creatures instead of damaging them.

Lead Blade: For 4 minutes, Mavaro's sword deals 2d6+4 points of damage. His dagger deals 1d6+3 points of damage. Mavaro must be wielding the weapons for them to deal this amount of damage.

Levitate: Mavaro can choose himself or a willing creature or

object within 40 feet. As a move action, he can move the target up to 20 feet up or down each round for 7 minutes.

Mage Hand: Mavaro can point at one nonmagical object up to 35 feet away that weighs up to 5 pounds and move it as far as 15 feet in any direction. The spell ends if the object travels more than 25 feet away from Mavaro.

Resist Energy: Mavaro or a touched creature gains resist energy 10 against acid, cold, electricity, fire, or sonic.

Resistance: Mavaro or a touched creature gains a +1 resistance bonus on saves.

Shield: Mavaro gains a +4 shield bonus to AC for 7 minutes and becomes immune to *magic missile*.

Touch of Fatigue: Creature touched becomes fatigued (it cannot run or charge and it takes a -2 penalty to Strength and Dexterity). Anything that would cause the creature to become fatigued instead makes it exhausted. A successful DC 13 Reflex save negates this spell.

Spirit Sense Mavaro gains a +2 bonus on Perception checks to avoid being surprised and to detect invisible or incorporeal creatures.

Warding Talisman When Mavaro invests mental focus into his talisman clasp, it grants its holder a +1 resistance bonus on saves for every 2 points of mental focus invested (maximum +2).

Combat Gear Mavaro's combat gear is detailed below.

Acid: Mavaro can throw a flask of acid as a splash weapon with a +1 attack bonus and a range increment of 10 feet. A direct hit deals 1d6 points of acid damage. Every creature within 5 feet of where the acid hits takes 1 point of acid damage from the splash.

Wand of Cure Light Wounds: Mavaro's wand heals 1d8+1 points of damage by touch. He must succeed at a DC 20 Use Magic Device check to use the wand himself.

Mavaro spent his youth in a Pharasmin convent deep in Varisia's Mindspin Mountains, where esoteric books were his only friends. When he was 22, knowing that the nuns kept a collection of specially cast silver talismans on bodies interred in a hidden catacomb, Mavaro stole the relics to pay for a strange sword with a carved face and red gems for eyes. Little did he know, however, that his pilfering had broken the bonds of an ancient evil held captive under the convent for thousands of years. Called the Thorn Priest, the entity murdered the nuns and possessed the prioress, who in a brief moment of clarity set fire to the convent. The evil entity and Mavaro survived, though, and as it stalked toward him, Mavaro heard the skull of Mother Wren whisper from the ashes; the ancient holy woman commanded him to open his soul to the power of the items he had collected. He struck the entity with his ruby-eyed blade, and the dark thing shrieked and fled. Twenty years have passed, and Mavaro is now a man of many



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indulgences. He deflects questions about his youth with inconsistent yet entertaining tales about his collection of strange objects, yet quietly seeks the relics he traded away long ago. This mission has led him to join the Pathfinder Society, where he seeks to undo the folly of his youth and to finally face the Thorn Priest.