

# SPIRITUALIST LEVEL 7

Caring but a touch mischievous, Estra learned a great deal about empathy upon the death of her beloved husband, Honaire. She now uses her psychic magic and Honaire's loyal spirit to guide others.

## ESTRA

Female human spiritualist 7

N medium humanoid (human)

**Init** +3; **Senses** Perception +4

## DEFENSE

**AC** 16, touch 10, flat-footed 16 (+6 armor, +1 deflection, -1 Dex)

**hp** 52 (7d8+14)

**Fort** +8, **Ref** +5, **Will** +11; +2 vs. illusions

## OFFENSE

**Speed** 30 ft.

**Melee** +1 silver dagger +6 (1d4) or  
mwk sap +6 (1d6)

**Ranged** mwk sling +5 (1d4)

**Spiritualist Spell-Like Abilities** (CL 7th)

At will—*detect undead*

1/day—*calm spirit*<sup>OA</sup>

**Spiritualist Spells Known** (CL 7th; concentration +11)

3rd (2/day)—*cure serious wounds*, *heroism*, *spirit-bound blade*<sup>OA</sup>

2nd (4/day)—*aid*, *ghoul touch* (DC 16), *lesser restoration*, *resist energy*, *spiritual weapon*

1st (5/day)—*detect evil*, *expeditious retreat*, *invisibility alarm*<sup>ACG</sup>, *mindlink*<sup>OA</sup>, *remove fear*, *shield*

0 (at will)—*daze* (DC 14), *mage hand*, *grave words*<sup>OA</sup>, *guidance*, *light*, *message*

## STATISTICS

**Str** 10, **Dex** 8, **Con** 12, **Int** 13, **Wis** 18, **Cha** 16

**Base Atk** +5; **CMB** +5; **CMD** 14

**Feats** Combat Casting, Emotional Conduit<sup>OA</sup>, \* Improved Initiative\*, Lightning Reflexes\*, Spiritualist's Call<sup>OA</sup>

**Skills** Bluff +13 (+14 to fool others), Diplomacy +14, Linguistics +11, Sense Motive +14, Spellcraft +11, Use Magic Device +13; **Armor Check Penalty** -1

**Traits** skeptic<sup>APG</sup>, trustworthy<sup>UCA</sup>

**Languages** Azlanti, Common, Draconic, Dwarven, Elven, Gnome, Halfling, Skald, Varisian

**SQ** bonded manifestation (10 rounds/day, ectoplasmic shield), bonded senses (7 rounds/day), etheric tether, phantom (Honaire, dedication), phantom recall (1/day), shared consciousness, spiritual interference

**Combat Gear** +1 cold iron sling bullets (10), oil of daylight, lesser

reach metamagic rod, scroll of fly, scroll of gaseous form, scroll of see invisibility, wand of cure moderate wounds (7 charges), wand of dispel magic (6 charges); **Other Gear** +2 chain shirt, +1 silver dagger, mwk sling with 10 bullets, cloak of resistance +2, handy haversack, ring of protection +1, bedroll, belt pouch, censer, flint and steel, incense (10 sticks), torches (10), trail rations (5 days), waterskin, 818 gp

\* The effects of this ability have already been calculated into Estra's statistics.

## SPECIAL ABILITIES

**Bonded Manifestation** While Honaire is within Estra's mind, as a swift action she can grant herself either a +4 shield bonus to AC or concealment against ranged attacks. She may use this ability for up to 7 rounds per day.

**Bonded Senses** As a standard action, Estra can see, hear, smell, taste, and touch with Honaire's senses for up to 7 rounds per day.

**Etheric Tether** Estra can sacrifice any number of hit points to prevent the same amount of damage to Honaire, if an attack would send him back to the Astral Plane. Honaire can travel up to 50 feet away from Estra. If he travels farther, she must succeed a Concentration check (DC = 10 + 1 per 10 feet between them) as a full-round action each round or Honaire transports to the Ethereal Plane and cannot return for 24 hours. If Honaire is outside Estra's line of effect for longer than 7 rounds, he returns to the Ethereal Plane.

**Phantom** Estra's dedication phantom, Honaire, may dwell inside her mind, or manifest fully as an incorporeal or ectoplasmic creature with a 1-minute ritual. When Honaire manifests as ectoplasmic creature, he may interact with the material world and gains DR 5/slashing. When he manifests as an incorporeal creature, he gains the incorporeal ability (making him immune to physical attacks, and reducing damage from magical attacks by half) and can attack incorporeal creatures, but cannot affect material creatures.

**Phantom Recall** As a swift or immediate action, Estra can teleport Honaire to a square adjacent to her, or into her mind.

**Lesser Reach Metamagic Rod** Three times per day, Estra can increase the range of a spell from touch to 40 feet to 170 feet to 680 feet. She can only apply this increase once per spell.

**Shared Consciousness** When Honaire isn't manifested, Estra gains a +4 bonus on saving throws against mind-affecting effects, +2 bonus on Will saves, and a +3 bonus on Diplomacy and Sense Motive checks. Once per day she may reroll a failed saving throw against a mind-affecting effect, but doing so removes her other shared consciousness bonuses for the spell's durations.

**Spiritual Interference** Whenever Estra is adjacent to ectoplasmic



"Respect your elders, child. I'm a forgiving sort, but my husband not so much..."

Honaire, she gains a +2 shield bonus to AC and a +2 bonus on saving throws. Whenever she is within 30 feet of incorporeal Honaire, she gains a +2 bonus to saving throws against mind-affecting effects instead.

# SPIRITUALIST LEVEL 7

**Spiritualist's Call** For 10 minutes after he is first summoned, Honaire gains a +2 bonus to his Strength, Dexterity, or Charisma.

**Spells** Estrā can cast the following spells. For full descriptions of the spells listed below, see the *Pathfinder RPG Core Rulebook* or *Pathfinder RPG Occult Adventures*.

*Aid*: Estrā grants one touched creature a +1 bonus on attack rolls, on saving throws against fear, and 1d10+7 hit points for 7 minutes.

*Calm Spirits*: One incorporeal undead within 40 feet of Estrā will not take any hostile actions for 7 minutes, or one haunt within 40 feet will not trigger for 7 rounds.

*Cure Serious Wounds*: Estrā's touch heals 3d8+7 points of damage.

*Daze* Estrā dazes one humanoid creature within 40 feet, causing it to lose its next turn (Will DC 14 negates). Once a creature is dazed by this spell, it is immune to it for 1 minute.

*Detect Undead*: Estrā can detect undead creatures in a 60-foot cone. If she concentrates, she can find out the number of undead and the strength of the strongest undead aura. On the round after that, she can determine the strength and location of each undead aura.

*Expeditious Retreat*: Estrā's speed increases to 60 feet for 7 minutes.

*Ghoul Touch*: Estrā touches and paralyzes a humanoid for 1d6+2 rounds. All creatures vulnerable to poison within 10 feet of the target are sickened. Fortitude DC 16 negates for both.

*Grave Words*: Estrā can cause a touched corpse to begin babbling for 1 round. There is a 10% chance the corpse's ramblings are useful in some way (determined by the GM). Once a corpse has been targeted by this spell, it is immune to it forever.

*Guidance*: Estrā can give a touched target a +1 competence bonus on any attack roll, saving throw, or skill check in the next minute.

*Heroism*: Estrā can grant a touched creature a +2 morale bonus on attack rolls, saving throws, and skill checks for 70 minutes.

*Invisibility Alarm*: Estrā wards a 20-foot-radius area within 40 feet. If an invisible creature enters this ward, an alarm sounds or Estrā receives a silent notification. The ward lasts 8 hours.

*Lesser Restoration*: After 3 full rounds of casting, a touched target heals 1d4 points of damage to any ability score or loses most magical effects reducing ability scores. The target is no longer fatigued, and reduces exhausted to fatigued.

*Light*: An object Estrā touches sheds light for 70 minutes. She can't have more than one copy of this spell active at a time.

*Mage Hand*: Estrā can point at one object up to 40 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 her.

*Message*: Estrā can whisper messages to the target for

70 minutes as long as it is within 170 feet and isn't obstructed, and the target can respond each time Estrā sends a whisper. Nearby creatures might be able to overhear the messages (Perception DC 25).

*Mindlink*: Estrā can communicate large amounts of information to a touched creature, as if she'd spent 10 minutes in discussion. She and her target do not need to share a language.

*Remove Fear*: Estrā selects two creatures within 40 feet of herself and within 30 feet of each other. Estrā suppresses all current fear effects on those creatures for 10 minutes. During that time, the creatures gain a +4 morale bonus against fear effects.

*Resist Energy*: For 70 minutes, a target Estrā touches gains resistance 20 to her choice of acid, cold, electricity, fire, or sonic damage.

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

*Spirit-Bound Blade*: Estrā can touch a weapon to grant it the *ghost touch* special quality and one of the following special abilities for 7 minutes: *cruel*, *cunning*, *keen*, *menacing*, *mimetic*, *returning*, or *vicious*.

*Spiritual Weapon*: Estrā creates a floating longsword of pure force anywhere within 170 feet that lasts for 7 rounds. It attacks on its own each round with a +9 bonus, dealing 1d8+2 force damage.

**Combat Gear** Estrā has the following combat gear.

*Oil of Daylight*: A touched object emits bright light for 60 feet and increases the light level by one step for the next 60 feet for 70 minutes. If there is magic darkness in that area, the overlapping area is unaffected by either spell.

*Scroll of Fly*: A touched target gains a 60-foot fly speed and a +3 bonus to Fly checks (+2 total if Estrā targets herself) for 7 minutes.

*Scroll of Gaseous Form*: A touched creature becomes misty and insubstantial for 10 minutes. Its material armor becomes worthless, but it gains DR 10/magic and a fly speed of 10 feet, and can move through small holes or narrow openings.

*Scroll of See Invisibility*: Estrā gains the ability to see invisible and ethereal creatures normally for 30 minutes.

*Wand of Cure Moderate Wounds*: A touched target regains 2d8+3 hit points.

*Wand of Dispel Magic*: Estrā can attempt to end a magical effect within 170 feet. She rolls 1d20+7, and the result must equal or exceed 11 plus the target effect's caster level to end the magical effect. Alternatively, Estrā can ready an action to counter an enemy spellcaster's spellcasting. This works in much the same way, but if successful, she causes the enemy's spell to fail.



## HONAIRE

N Medium outside (phantom)

**Init** +1; **Senses** darkvision 60 ft.

## DEFENSE

**AC** 22, touch 14, flat-footed 20 (+2 deflection, +8 natural, +3 Dex) or  
**AC** 25, touch 25, flat-footed 20 (+10 deflection, +2 dodge, +3 Dex) in incorporeal form

**hp** 51 (6d10+18)

**Fort** +6, **Ref** +10, **Will** +9; +4 vs. enchantments

**Defensive Abilities** defending aura

## OFFENSE

**Speed** 30 ft.

**Melee** 2 slams +7 (1d8+1)

**Special Attack** dutiful strike, magic attacks

## STATISTICS

**Str** 12 **Dex** 16 **Con** 14, **Int** 7, **Wis** 10, **Cha** 15

**Base Atk** +6; **CMB** +7 (ectoplasmic), +6 (incorporeal); **CMD** 21 (ectoplasmic), 20 (incorporeal)

**Skills** Diplomacy +11, Intimidate +11, Perception +9, Sense Motive +9

**Feats** Bodyguard<sup>APG</sup>, Combat Reflexes, Iron Will<sup>B</sup>, Toughness

**SQ** deliver touch spells, link, share spells

## SPECIAL ABILITIES

**Bodyguard** When an adjacent creature is attacked, Honaire may use his attack of opportunity to attempt a DC 10 check using his attack bonus. If he succeeds, his ally's AC increases by 2 against that attack.

**Defending Aura** All allies within 10 feet gain a +2 bonus to AC and CMD and a +2 bonus on saving throws.

**Deliver Touch Spells** Honaire can make touch attacks to deliver any touch-range spells Estrā casts while within 30 feet.

**Dutiful Strike** Honaire gains a +2 bonus on attack rolls against creatures that attacked Estrā in the past minute. and his slam deals 2d6+1 points of damage to those creatures.

**Link** Estrā can direct Honaire as a free action.

**Magic Attacks** Honaire's attacks count as magic for overcoming DR.

**Share Spells** Estrā can cast spells with a range of personal on Honaire.

A former charlatan, Estrā amended her ways when she met her husband, a warrior named Honaire. When he died, she began bilking mourners again, but now she walks beside the spirit of Honaire, who has returned to inspire her to provide real comfort to mourners.