

SPIRITUALIST LEVEL 4

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 4

N Medium humanoid (human)

Init -1; **Senses** Perception +4

DEFENSE

AC 14, touch 10, flat-footed 14 (+4 armor, +1 deflection, -1 Dex)

hp 31 (4d8+8)

Fort +6, **Ref** +3, **Will** +9; +2 vs. illusions

OFFENSE

Speed 30 ft.

Melee mwk silver dagger +4 (1d4-1) or
sap +3 (1d6)

Ranged mwk sling +4 (1d4)

Spiritualist Spells Known (CL 4th; concentration +8)

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

1st (4/day)—*detect evil*, *invisibility alarm*^{ACG}, *mindlink*^{OA}, *remove fear*, *shield*

0 (at will)—*daze* (DC 14), *mage hand*, *grave words*^{OA}, *guidance*, *light*, *message*

STATISTICS

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

Base Atk +3; **CMB** +3; **CMD** 12

Feats Emotional Conduit^{OA}, * Lightning Reflexes*, Spiritualist's Call^{OA}

Skills Bluff +10 (+11 to fool others), Diplomacy +11, Linguistics +8,
Sense Motive +11, Spellcraft +8, Use Magic Device +10; **Armor Check
Penalty** -1

Traits skeptic^{APG}, trustworthy^{UCA}

Languages Azlanti, Common, Gnome, Halfling, Skald, Varisian

SQ bonded manifestation (7 rounds/day, ectoplasmic shield),
bonded senses (4 rounds/day), etheric tether, phantom (Honaire,
dedication), shared consciousness, spiritual interference

Combat Gear +1 cold iron bullets (10), *potion of lesser restoration*, *scroll of faerie fire*, *scroll of ghostbane dirge*^{APG}, *scroll of scare*, *wand of cure light wounds* (7 charges), acid; **Other Gear** +1 studded leather armor, mwk silver dagger, mwk sling with 10 bullets, sap, *cloak of resistance* +1, *ring of protection* +1, backpack, bedroll, belt pouch, censer, flint and steel, incense (10 sticks), magnetized paper^{OA} (7 sheets), torches (2), trail rations (5 days), waterskin 3 gp, 5 sp

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

SPECIAL ABILITIES

Automatic Writing Once per week, Estra may scribble on paper for 1 hour, then attempt a DC 20 Linguistics check to determine if a specific action will benefit her, harm her, or both. There is a 60% chance her reading is accurate, plus 5% for every point by which she exceeds the Linguistics check's DC (to a maximum of 90%). This increases by 5% if she uses a sheet of her magnetized paper.

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 4 rounds per day.

Etheric Tether Estra can sacrifice any number of hit points to prevent the same amount of damage to Honaire, but only 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 4 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.

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.

Skeptic Estra gains a +2 bonus on all saving throws against illusions.

Spiritual Interference Whenever Estra is adjacent to ectoplasmic 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's Call For 10 minutes after he is first summoned, Honaire gains a +2 bonus to his Strength, Dexterity or Charisma for 10 minutes.

Trustworthy Estra gains a +1 bonus on Bluff skill checks to fool others and a +1 bonus on Diplomacy checks.



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

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

Daze: Estra dazes one humanoid creature within 35 feet, causing

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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.

Ghoul Touch: One humanoid touched by Estra is paralyzed for 1d6+2 rounds. All creatures vulnerable to poison within 10 feet of the paralyzed creature are sickened. Fortitude DC 16 negates for both.

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

Invisibility Alarm: Estra wards a 20-foot-radius area within 35 feet. If an invisible creature enters this ward, an alarm sounds or Estra receives a silent notification. The ward lasts 8 hours.

Light: An object Estra touches sheds light for 40 minutes. She can't have more than one copy of this spell active at a time.

Message: Estra can whisper messages to a target for 40 minutes as long as it is within 140 feet and isn't obstructed, and the target can respond each time Estra sends a whisper. Nearby creatures might be able to overhear the messages (Perception DC 25).

Mindlink: Estra 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: Estra selects two creatures within 35 feet of herself and within 30 feet of each other. Estra 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 40 minutes, a target Estra touches gains resistance 10 to her choice of acid, cold, electricity, fire, or sonic damage.

Shield Estra gains a +4 shield bonus to AC for 1 minute and becomes immune to *magic missile*.

Spiritual Weapon: Estra creates a floating longsword of pure force anywhere within 140 feet that lasts for 4 rounds. It attacks on its own each round with a +7 bonus, dealing 1d8+1 points of force damage.

Combat Gear Estra has the following combat gear.

Potion of Lesser Restoration: This potion heals 1d4 points of ability damage to any ability score or eliminates most magical effects reducing ability scores. The imbiber is no longer fatigued, and if exhausted, she is fatigued instead.

Scroll of Faerie Fire: All creatures in a 5-foot-radius burst within 440 feet are outlined in a pale glow that sheds light like a candle. Outlined creatures take a -20 penalty on Stealth checks and do not benefit from concealment granted by darkness, *blur*, *invisibility*, or similar effects for 1 minute.

Scroll of Ghostbane Dirge: Estra causes one incorporeal creature within 30 feet to become semi-physical for 3 rounds (Will DC 13 negates). While affected, the creature takes half damage from nonmagical attacks and full damage from magical, supernatural and spell-like effects.

Scroll of Scare: Estra causes one living creature (with 6 or fewer Hit Dice) within 130 feet to become frightened for 3 rounds. If the creature succeeds at a DC 13 Will save, it is instead shaken for 1 round.

Wand of Cure Light Wounds: A touched creature regains 1d8+1 hp.

HONAIRE

N Medium outside (phantom)

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

DEFENSE

AC 16, touch 12, flat-footed 14 (+4 natural, +2 Dex) or **AC** 18 touch 18, flat-footed 14 (+4 deflection, +2 dodge, +2 Dex) in incorporeal form

hp 22 (3d10+6)

Fort +2, **Ref** +5, **Will** +7

OFFENSE

Speed 30 ft.

Melee 2 slams +4 (1d6+1)

Special Attack dutiful strike, magic attacks

STATISTICS

Str 12 (— in incorporeal form) **Dex** 15 **Con** 13, **Int** 7, **Wis** 10, **Cha** 14

Base Atk +3; **CMB** +4 (ectoplasmic), +3 (incorporeal); **CMD** 16 (ectoplasmic), 15 (incorporeal)

Skills Diplomacy +8, Intimidate +8, Perception +6, Sense Motive +6

Feats Combat Reflexes, Iron Will[®], Toughness

SQ deliver touch spells, link, share spells

SPECIAL ABILITIES

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

Dutiful Strike Honaire gains a +2 bonus on attack rolls against any creature that has attacked Estra in the past minute, dealing 1d8+1 points of damage.

Link Estra can direct Honaire as a free action.

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

Share Spells Estra can cast spells with a range of personal on Honaire as if they had a range of touch.

When the spirit of her departed husband returned to her, Estra vowed to use her spiritualist gifts to help others. She aids the helpless wherever they're afflicted, though her impatience and sharp tongue sometimes get the better of her.



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