

Name: Epopeus | Nytimene **PFS #:** 14034-56

Initiative: -2 | +3

AC: 14 (Touch 8, FF 14) | 16 (15, 13)

CMB: +6 | +4

CMD: 14 (FF 14) | 12 (9)

Fort: +6 | +3

Reflex: +2 | +6

Will: +9 | +6

HP: 45 | 11 [fast healing 1] reappears with 1 hp after master has full night sleep

BAB: +4 **Speed:** 30' **Languages:** Azlanti, Elven, Tien | **BAB:** +4 **Speed:** 10' / Fly 60' Average **Languages:** None

Per-scenario Abilities: 1 Reroll O

1 Enduring Scholar O +2 Save

Per-day Abilities: 4 Channel OOOO 2d6 DC 12

4 Martial Flexibility OOOO

4 Tongues Minutes OOOO 1 Levitate O

Shaman CL: 5 **DC:** 14 + Spell Level **Concentration:** +9

Shaman level 0 spells (DC 14):

Shaman level 1 spells (DC 15):

- X
- X
- X
- X

-
-
-
-
Wandering Spirit Magic:
or Detect undead

Shaman level 2 spells (DC 16):

-
-
-
Wandering Spirit Magic:
or Lesser restoration

Melee Touch: +6 | +1

Range Touch: +2 | +6

Limited Use Items:

44/50 Cure Light Wounds Wand: OOOOO OOOOO OOOOO OOOOO OOOOO OOOOO OOOOO OOOOO
OOOO

5/5 Cure Moderate Wounds Wand: OOOOO

3/3 Air Breathing Wand: OOO

3 Ironflame grenades: OOO – Splash weapon, move action to light, explodes 1-3 rounds after thrown,
1d6Bludgeon+2d6Fire 10'burst (Reflex DC 15 half), area in blast burns 1d4 rounds dealing 2d6 fire / round
(Reflex DC 15 half), no effect from water, effect that deals 5+ points cold extinguishes flames in one square

2 Scrolls Lesser restoration: OO

Skills:

Str: +2 -2	Acrobatics: -3 [untrained] +3 [untrained]	Fly: -3 [untrained] +7 [untrained]	Ride: -3 [untrained] +3 [untrained]
Dex: - 2 +3	Appraise: +1 [untrained] -2 [untrained]	Heal: +4 [untrained] +2 [untrained]	Sense Motive: +11 [untrained] +2 [untrained]
Con: +2 +0	Bluff: [untrained] +1 -2 [untrained]	Intimidate: +1 [untrained] +2 [untrained]	Spellcraft: +9 -
Int: +1 -2	Climb: +6 +3 [untrained]	Knowledge Nature: +7 -	Stealth: -3 [untrained] +21
Wis: +4 +2	Diplomacy: +9 [Can use for day job] -2 [untrained]	Knowledge Religion: +7 -	Survival: +4 [untrained] +2 [untrained]
Cha: +1 -1	Disguise: +1 [untrained] -2 [untrained]	KnowledgePlanes: - +16	Swim: +9 +3 [untrained]
	Escape Artist: -3 [untrained] +3 [untrained]	Perception: +16 [+2 to avoid surprise and to find invisible creatures] +11	

| **Tricks:** Bombard, Come, Deliver, Seek, Sneak, Watch

Always on:

Feather Fall

Low Light Vision | Low Light Vision

Empathic link with familiar Nyctimene

Immune to magic sleep effects

| If enters an anti-magic field, master is unconscious or asleep, or is more than 100' feet away, disappears until morning when master prepares spells

Immediate Action:**Free actions:****Swift actions:**

010 08-07 Tome of Righteous Repose O O O Worthy Foe: As a swift action, you can check a boon that precedes this boon to gain one of two benefits against undead. First you can choose to gain a +2 bonus on attack and weapon damage rolls against undead, as well as a +2 dodge bonus to AC against undead creatures' attacks. Alternatively, you can gain a +2 bonus on caster level checks to overcome undead creatures' spell resistance, increase the save DC of your spells and abilities against undead by 1, and gain a +2 bonus on saving throws against undead creatures' spells and abilities. Either benefit lasts until the beginning of your next turn.

Move actions:**Martial Flexibility:** 1 Minute:

Blind Fight (Reroll miss chances for concealment)

Bludgeoner (Inflict nonlethal damage with bludgeoning weapons)

Catch Off-Guard (No penalties for improvised weapon, unarmed opponents flat-footed)

Combat Reflexes (Make additional attacks of opportunity)

Dedicated Adversary (Choose one creature type, gained favored enemy +2 att dmg etc)

Defensive Combat Training (Use your total Hit Dice as your BAB for CMD)

Dirty Fighting (If flanking, use a combat maneuver without provoking)

Dodge (+1 dodge bonus to AC)

Exotic Weapon Proficiency (No penalty on attacks made with one exotic weapon)

Improved Initiative (+4 bonus on initiative checks)

Improved Unarmed Strike (Always considered armed)

Power Attack (Trade melee attack bonus for damage)

Step Up (Take a 5-foot step as an immediate action)

Throw Anything (No penalties for improvised ranged weapons)

Weapon Focus (+1 bonus on attack rolls with one weapon)

Standard:

+1 Adamantine Elven Curve Blade Attack: +7 to hit (19-20/x2) | 1d10+4 S Adamantine | 2 Talons +9/+9 to hit (20/x2) | 1d4-2 S

Unarmed Strike: +6 to hit 1d6+2 B (20/x2)

Ranged Dagger attack: +2 (20/x2) 1d4+2 P/S (10')

Slumber Hex (45', 4 rounds, DC 16)

	Azlant	Elven	Tien
Hello	salve	bonjour	nǐ hǎo
Excuse me	ignosce mihi	excusez-moi	dǎrǎo yīxià
Yes	etiam	oui	shì
Not	non	ne pas	bù
Please	spero	je souhaite	qǐng
Thank you	tratus tibi	je vous remercie	xièxiè
Do you speak . . .	tu loquaris zlantī?	parles-tu elfais?	nǐ huì shuō zhōngwén ma
It's a gray elf thing	suus 'a res est grayelf	c'est une chose gris-elf	zhè shì yīgè huīsè de xiǎo jīnglíng
We come in peace	ut revertar in pace	nous venons en paix	wǒmen píng'ān xiàlái
Fuck you	pedicabo ego vos	va te faire foutre	fā mā de nǐ

Wandering Spirit Options (Choose each day), pick one:

O Battle

Spirit Ability: Battle Spirit (Su): A shaman surrounds herself with the spirit of battle. Allies within 30 feet of the shaman (including the shaman) receive a +1 morale bonus on attack rolls and weapon damage rolls. At 8th level and 16th level, these bonuses increase by 1. The shaman can use this ability for a number of rounds per day equal to 3 + her Charisma modifier. These rounds do not need to be consecutive.

Spells: Enlarge Person, Fog Cloud

O Bones

Spirit Ability: Touch of the Grave (Su): As a standard action, the shaman can make a melee touch attack infused with negative energy that deals 1d4 points of damage + 1 point of damage for every 2 shaman levels she possesses. She can instead touch an undead creature to heal it of the same amount of damage. A shaman can use this ability a number of times per day equal to 3 + her Charisma modifier. At 11th level, any weapon that the shaman wields is treated as an unholy weapon.

Spells: Cause Fear, False Life

O Flame

Spirit Ability: Touch of Flame (Su): As a standard action, the shaman can make a melee touch attack that deals 1d6 points of fire damage + 1 point for every 2 shaman levels she possesses. A shaman can use this ability a number of times per day equal to 3 + her Charisma modifier. At 11th level, any weapon she wields is treated as a flaming weapon.

Spells: Burning Hands, Resist Energy

O Heavens

Spirit Ability: Stardust (Sp): As a standard action, the shaman causes stardust to materialize around one creature within 30 feet. This stardust causes the target to shed light as a candle, and it cannot benefit from concealment or any invisibility effects. The creature takes a –1 penalty on attack rolls and sight-based Perception checks. This penalty to attack rolls and Perception checks increases by 1 at 4th level and every 4 levels thereafter, to a maximum of –6 at 20th level. This effect lasts for a number of rounds equal to half the shaman's level (minimum 1). Sightless creatures cannot be affected by this ability. The shaman can use this ability a number of times per day equal to 3 + her Charisma modifier.

Spells: Color Spray, Hypnotic Pattern

O Lore

Spirit Ability: Monstrous Insight (Su): The shaman can identify creatures and gain insight into their strengths and weaknesses. As a standard action, the shaman can attempt a Knowledge skill check to identify a creature and its abilities (using the appropriate skill for the monster's type) with an insight bonus equal to her shaman level. Whether or not the check is successful, she also gains a +2 insight bonus for 1 minute on attack rolls made against that creature and a +2 insight bonus to her AC against attacks made by that creature. These bonuses last for 1 minute. The shaman can use this ability a number of times per day equal to 3 + her Charisma modifier.

Spells: Identify, Tongues

O Mammoth

Spirit Ability: Powerful Smash (Ex): As a standard action, the shaman can attack with unarmed strikes as if she had the Improved Unarmed Strike feat. If the shaman hits a creature in this way, that creature must succeed at a Fortitude save (DC = 10 + 1/2 the shaman's class level + her Charisma modifier) or be dazed for 1 round. The shaman can use this ability a number of times per day equal to 3 + her Charisma modifier.

Spells: Enlarge Person, Bull's Strength

O Nature

Spirit Ability: Storm Burst (Su): As a standard action, the shaman causes a small storm of swirling wind and rain to form around one creature within 30 feet. This storm causes the target to treat all foes as if they had concealment, suffering a 20% miss chance for 1 round plus 1 round for every 4 shaman levels she possesses. The shaman can use this ability a number of times per day equal to 3 + her Charisma modifier. At 11th level, any weapon she wields is treated as a thundering weapon.

Spells: Charm Animal, Barkskin

O Slums

Spirit Ability: Doors to Everywhere (Ex): As a standard action, the shaman can step through any door and instantly exit through another distant doorway. Regardless of what spell this functions as, it can transport only you, and both your departure and arrival spaces must be adjacent to a door or similar opening. Initially, this functions as per jester's jauntAPG. At 9th level, the shaman can use this ability as per dimension door. At 14th level, the shaman can use this ability as per tree stride (treating all doors as generic coniferous trees). You can use this ability three times per day, plus one additional time per day at 12th level and at 20th level.

Spells: Charm Person, Summon Swarm

O Stone

Spirit Ability: Touch of Acid (Su): As a standard action, the shaman can make a melee touch attack that deals 1d6 points of acid damage + 1 point for every 2 shaman levels she possesses. A shaman can use this ability a number of times per day equal to 3 + her Charisma modifier. At 11th level, any weapon she wields is treated as a corrosive weapon.

Spells: Magic Stone, Stone Call

O Waves

Spirit Ability: Wave Strike (Su): As a standard action, the shaman can perform a melee touch attack that drenches a creature and pushes it away. The opponent takes 1d6 points of nonlethal damage + 1 point for every 2 shaman levels they possess and is pushed 5 feet directly away from the shaman. This movement does not provoke attacks of opportunity. A shaman can use this ability a number of times per day equal to 3 + her Charisma modifier. At 11th level, any melee weapon she wields is treated as if it had the quenchingUE weapon special ability.

Spells: Hydraulic Push, Slipstream

O Wind

Spirit Ability: As a standard action, the shaman can make a melee touch attack that deals 1d6 points of electricity damage + 1 point for every 2 shaman levels she possesses. A shaman can use this ability a number of times per day equal to 3 + her Charisma modifier. At 11th level, any weapon she wields is treated as a shocking weapon.

Spells: Alter Winds, Gust of Wind

O Wood

Spirit Ability: Tree Limb (Su): As a swift action, the shaman can turn one of her arms into a heavy, branchlike limb. She must drop anything held in that hand, and she can't use this ability if she is wearing a shield on that arm. Until the beginning of her next round, she gains a slam attack that deals 1d8 points of damage (if a Medium shaman; 1d6 if Small, 2d6 if Large). A shaman can use this ability a number of times per day equal to 3 + her Charisma modifier.

Spells: Shillelaugh, Barkskin