

Name: Owain Llewellyn / Little Steffan Llewellyn **PFS #:** 14034-47

Initiative: +1 +2

AC: 15 (Touch 11, FF 14) 14 (Touch 14, FF 12)

CMB: +3 +2

CMD: 14 (FF 13) 13 (FF 13)

Fort: +4 While a phantom is confined in a spiritualist's consciousness +4 vs mind-affecting effects +1

Reflex: +1 While a phantom is confined in a spiritualist's consciousness +4 vs mind-affecting effects +4

Will: +4 While a phantom is confined in a spiritualist's consciousness +4 vs mind-affecting effects +5

BAB: +0 +1 **Speed:** 30' 30' **Languages:** Gnome, Shoanti, Taldane, Varisian **Taldane** **Performance Combat:** -1 +2

Skills:

Str: +3 -/+2	Acrobatics: -1 [untrained] +2 [untrained]	Escape Artist: -1 [untrained] +2 [untrained]	Perception: +10 +1 [untrained]
Dex: +1 +2	Appraise: +2 [untrained] -2 [untrained]	Fly: -1 [untrained] +4 [untrained]	Profession Herbalist: +6 - [untrained]
Con: +2 +5 to constitution checks to stabilize when dying +1	Bluff: -1 [untrained] +1 [untrained]	Heal: +6 +1 [untrained]	Ride: -1 [untrained] +2 [untrained]
Int: +2 -2	Climb: +1 [untrained] +2 [untrained]	Intimidate: -1 [untrained] +5	Sense Motive: +2 [untrained] +1 [untrained]
Wis: +2 +1	Craft Alchemy: +6 - [untrained]	Knowledge arcana: -/+5 when geist in mind [untrained] +2	Stealth: -1 [untrained] +6 [untrained]
Cha: -1 +1	Diplomacy: -1 [untrained] +1 [untrained]	Knowledge nature: +6 - [untrained]	Survival: +7 +1 [untrained]
	Disguise: -1 [untrained] +1 [untrained]	Knowledge religion: -/+5 when geist in mind [untrained] +2	Swim: +1 [untrained] +2 [untrained]

Limited Use Items:

1 Alchemi's Fire O

2 Alchemist's Kindness OO

2 Keros Oil OO

2 Kumis OO

3 Sling Bullets OOO

3 Street Meat OOO

2 Sunrod OO

5 Trail Rations OOOOO

Limited Use Abilities:

Per Scenario

1 Reroll O

Per Day

1 Shared Consciousness O

Spiritualist CL: 1 **DC:** 12 + Spell Level **Concentration:** +3 **SR:** +1

Melee touch: +3 **Ranged Touch:** +1

Spiritualist level 0 spells (DC 12):

Grave Words, guidance, Mage Hand, Telekenetic Projectile

2 Spiritualist level 1 spells (DC 13): OO

Anticipate Peril, Cure Light Wounds

Phantom Fighter: Cast spell as a full round action, 1 level higher, to have spell fully effect incorporeal or ethereal creatures (Ectoplasmic spell)

HP: 11 6

Always on:

Heart of the Wilderness: +5 to constitution checks to stabilize when dying

Ethiric Tether: Whenever his manifested phantom takes enough damage to send it back to the Ethereal Plane, as a reaction to the damage, the spiritualist can sacrifice any number of his hit points without using an action. Each hit point sacrificed in this way prevents 1 point of damage dealt to the phantom. This can prevent the phantom from being sent back to the Ethereal Plane.

Phantom link: A spiritualist and his phantom share a mental link that allows for communication across distances (as long as they are on the same plane). This communication is a free action that can be performed even when it isn't the spiritualist's turn, but the spiritualist and the phantom must both be conscious to communicate in this way. This allows the spiritualist to give orders to his phantom at any time.

Share spells with phantom

Shared Consciousness

Darkvision 60'

Immune to Critical Hits

Immune to Precision Damage

Incorporeal; 1/2 damage from magic weapons and attacks, no damage from non-magic weapons and attacks

Incorporeal, pass through solid objects

Deliver Touch Spells

Immediate Action:

Shared Consciousness: Once per day, if the geist is confined to the Spiritualists mind, when the spiritualist fails a saving throw against a mind-affecting effect, as an immediate action she can shunt that effect into the phantom's section of her consciousness instead. When she does so, she is not affected by the mind-affecting effect, but for the normal duration of that effect, the spiritualist loses the bonuses on saving throws against mind-affecting effects, and can't use this ability to shunt a mind-affecting effect into the phantom's consciousness or manifest her phantom in any way. When a mind-affecting effect is shunted into the phantom's consciousness, spells such as dispel magic and break enchantment can be cast on the spiritualist to end the effect's duration as if the spiritualist were affected by the mind-affecting effect.

Free actions:**Swift actions:****Move actions:****Standard:**

Scythe: +2 to hit 2d4+4 P (20/x4)

Dagger: +3/ +1melee / ranged, 1d4+3 (19-20/x2) 1d4+3 P/S, 10'

Sling bullets: +1 to hit ranged 1d4+3 (2x/20) B, 50'

Sling rocks: +0 to hit ranged 1d3+3 (2x/20) B, 50'

CMB: +3

Unnerving Touch: +4 Melee Touch attack, DC 11 Will or shaken 1d4+1 rounds

Slam: +5 to hit 1d6+3 (2x/20) B

CMB: +2

Phantom Fighter: Phantom's natural weapons have the Ghost Touch property, doing full damage on material plane

Full Round:

Cast spell as a full round action, 1 level higher, to have spell fully effect incorporeal or ethereal creatures (Ectoplasmic spell)