

## Little Steffan Llewellyn

Male phantom - CL1 - CR 1

No Alignment Outsider (Incorporeal, Phantom); Deity:  
Pharasma; Age: 5; Height: 3' 5"; Weight: 18 lb.; Eyes:  
Blue; Hair: Light brown; Skin: Olive

Ability	Score	Modifier	Temporary
<b>STR</b> STRENGTH	-	+2	
<b>DEX</b> DEXTERITY	14	+2	
<b>CON</b> CONSTITUTION	13	+1	
<b>INT</b> INTELLIGENCE	7	-2	
<b>WIS</b> WISDOM	12	+1	
<b>CHA</b> CHARISMA	13	+1	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> (CONSTITUTION)	+1	=	+1				
<b>REFLEX</b> (DEXTERITY)	+4	=	+2	+2			
<b>WILL</b> (WISDOM)	+5	=	+2	+1		+2	

### Immunity to Critical Hits

### Immunity to Precision Damage

	Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
<b>AC</b>	14	=		+2	+1		+1		
<b>Touch AC</b>	14								
<b>CM Bonus</b>	+2	=	+1	+2			-1		-

	Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
<b>CM Defense</b>	13	=	10	+1	+0		+2		-1
<b>Base Attack</b>				+1					
<b>Initiative</b>				+2					
<b>Speed</b>				30 ft					

### Slam (Phantom)

Main hand: +5, 1d6+3

Crit: x2  
Light, B

### Unarmed strike

Main hand: +4, 1d2+2 nonlethal

Crit: x2  
Light, B, Nonlethal

Main w/ offhand: -2, 1d2+2

nonlethal

Main w/ light off: +0, 1d2+2

nonlethal

Offhand: -4, 1d2+1 nonlethal

Character Number: -



Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	+2	DEX (2)	-	
<b>Appraise</b>	-2	INT (-2)	-	
<b>Bluff</b>	+1	CHA (1)	-	
<b>Climb</b>	+2	STR (2)	-	
<b>Diplomacy</b>	+1	CHA (1)	-	
<b>Disguise</b>	+1	CHA (1)	-	
<b>Escape Artist</b>	+2	DEX (2)	-	
<b>Fly</b>	+4	DEX (2)	-	
<b>Heal</b>	+1	WIS (1)	-	
<b>Intimidate</b>	+5	CHA (1)	1	
<b>Knowledge (arcana)</b>	+2	INT (-2)	1	
<b>Knowledge (religion)</b>	+2	INT (-2)	1	
<b>Perception</b>	+1	WIS (1)	-	
<b>Ride</b>	+2	DEX (2)	-	
<b>Sense Motive</b>	+1	WIS (1)	-	
<b>Stealth</b>	+6	DEX (2)	-	
<b>Survival</b>	+1	WIS (1)	-	
<b>Swim</b>	+2	STR (2)	-	

### Feats

Iron Will

You get a +2 bonus on all Will saving throws.

Martial Weapon Proficiency - All

You are proficient with all Martial weapons.

Simple Weapon Proficiency - All

Proficient with all simple weapons.

Weapon Focus (Slam)

You gain a +1 bonus on all attack rolls you make using the selected weapon.

### Special Abilities

Darkvision (60 feet)

A creature with darkvision can see in total darkness, usually to a range of 60 feet. Within this range the creature can see as clearly as a sighted creature could see in an area of bright light. Darkvision is black and white only but

## Gear

**Total Weight Carried: 0/0 lbs, Encumbrance Ignored**  
**(Light: 0 lbs, Medium: 0 lbs, Heavy: 0 lbs)**  
Money -

## Experience & Wealth

Current Cash: **You have no money!**

## Special Abilities

### Incorporeal (Ex)

An incorporeal creature has no physical body. It can be harmed only by other incorporeal creatures, magic weapons or creatures that strike as magic weapons, and spells, spell-like abilities, or supernatural abilities. It is immune to all

### Incorporeal (Su)

When the spiritualist chooses to manifest the phantom in incorporeal form, the phantom appears within 30 feet of the spiritualist as a ghostly apparition. It gains the incorporeal subtype (Pathfinder RPG Bestiary 301), including a deflection

### Phantom Link (Su)

A spiritualist and her 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

### Share Spells with Phantom (Ex)

The spiritualist can cast a spell with a target of "you" on her phantom (as a spell with a range of touch) instead of on herself. A spiritualist can cast spells from the spiritualist spell list on her phantom even if the spells normally do not affect

### Smaller size

A spiritualist's phantom is typically the same size as the spiritualist. A spiritualist can have a phantom that is one size category smaller than her, and if she is Small or smaller, she can have a phantom one size category larger than her.

### Unnerving Touch (1d4+1 rounds, DC 11) (Su)

As a standard action, a geist channeler's phantom can make a melee touch attack against a living creature, even if that creature is corporeal. If the attack hits, the target is shaken for 1d4+1 rounds. A successful Will save (DC = 10 + 1/2 the

## Spell-Like Abilities

Telekinesis (violent thrust and sustained force only)

## Languages

Common

## Sourcebooks Used

- **Occult Adventures** - Smaller size (alternate racial trait)

## Little Steffan Llewellyn – Abilities & Gear

### Iron Will

### Feat

You are more resistant to mental effects.

**Benefit:** You get a +2 bonus on all Will saving throws.

### Weapon Focus (Slam)

### Feat

Choose one type of weapon. You can also choose unarmed strike or grapple (or ray, if you are a spellcaster) as your weapon for the purposes of this feat.

**Prerequisites:** Proficiency with selected weapon, base attack bonus +1.

**Benefit:** You gain a +1 bonus on all attack rolls you make using the selected weapon.

**Special:** You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon.

### Darkvision (60 feet)

### Racial Ability, Senses (Outside)

A creature with darkvision can see in total darkness, usually to a range of 60 feet. Within this range the creature can see as clearly as a sighted creature could see in an area of bright light. Darkvision is black and white only but otherwise like normal sight.

### Immunity to Critical Hits

### Unknown

You are immune to Critical Hits

### Immunity to Precision Damage

### Unknown

You are immune to Precision Damage

### Incorporeal (Ex)

### Racial Ability

An incorporeal creature has no physical body. It can be harmed only by other incorporeal creatures, magic weapons or creatures that strike as magic weapons, and spells, spell-like abilities, or supernatural abilities. It is immune to all nonmagical attack forms. Even when hit by spells or magic weapons, it takes only half damage from a corporeal source. Although it is not a magical attack, holy water can affect incorporeal undead. Corporeal spells and effects that do not cause damage only have a 50% chance of affecting an incorporeal creature (except for channel energy). Force spells and effects, such as from a *magic missile*, affect an incorporeal creature normally.

An incorporeal creature has no natural armor bonus but has a deflection bonus to AC equal to its Charisma bonus (always at least +1, even if the creature's Charisma score does not normally provide a bonus).

An incorporeal creature can enter or pass through solid objects, but must remain adjacent to the object's exterior, and so cannot pass entirely through an object whose space is larger than its own. It can sense the presence of creatures or objects within a square adjacent to its current location, but enemies have total concealment (50% miss chance) from an incorporeal creature that is inside an object. In order to see beyond the object it is in and attack normally, the incorporeal creature must emerge. An incorporeal creature inside an object has total cover, but when it attacks a creature outside the object, it has only cover, so a creature outside with a readied action could strike at the incorporeal creature as it attacks. An incorporeal creature cannot pass through a force effect.

An incorporeal creature's attacks pass through (ignore) natural armor, armor, and shields, although deflection bonuses and force effects (such as mage armor) work normally against it. Incorporeal creatures pass through and operate in water as easily as they do in air. Incorporeal creatures cannot fall or take falling damage. Incorporeal creatures cannot make trip or grapple attacks, nor can they be tripped or grappled. In fact, they cannot take any physical action that would move or manipulate an opponent or its equipment, nor are they subject to such actions. Incorporeal creatures have no weight and do not set off traps that are triggered by weight.

An incorporeal creature moves silently and cannot be heard with Perception checks if it doesn't wish to be. It has no Strength score, so its Dexterity modifier applies to its melee attacks, ranged attacks, and CMB. Nonvisual senses, such as scent and blindsight, are either ineffective or only partly effective with regard to incorporeal creatures. Incorporeal creatures have an innate sense of direction and can move at full speed even when they can't see.

### Smaller size

### Unknown

A spiritualist's phantom is typically the same size as the spiritualist. A spiritualist can have a phantom that is one size category smaller than her, and if she is Small or smaller, she can have a phantom one size category larger than her.

**Appears In :** Occult Adventures

### Incorporeal (Su)

### Class Ability (Phantom Benefit)

When the spiritualist chooses to manifest the phantom in incorporeal form, the phantom appears within 30 feet of the spiritualist as a ghostly apparition. It gains the incorporeal subtype (Pathfinder RPG Bestiary 301), including a deflection bonus to AC equal to its Charisma modifier. Since it isn't an undead creature, it takes no damage from holy water or positive energy. Unlike other incorporeal creatures, an incorporeal phantom can't attack corporeal creatures, except to deliver touch-attack spells using the deliver touch spell ability. An incorporeal manifested phantom can make slam attacks against other incorporeal creatures as if it were in ectoplasmic form.

### **Phantom Link (Su)**

#### **Class Ability (Phantom Benefit)**

A spiritualist and her 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 her phantom at any time.

Magic items interfere with a spiritualist's connection to her phantom; as a result, the spiritualist and her phantom share magic item slots. For example, if the spiritualist is wearing a magic ring, her phantom can wear only one magic ring. In the case of a conflict, the items worn by the spiritualist remain active, and those worn by the phantom become dormant. The phantom must possess the appropriate appendages to utilize a magic item.

### **Share Spells with Phantom (Ex)**

#### **Class Ability (Phantom Benefit)**

The spiritualist can cast a spell with a target of "you" on her phantom (as a spell with a range of touch) instead of on herself. A spiritualist can cast spells from the spiritualist spell list on her phantom even if the spells normally do not affect creatures of the phantom's type (outsider). This ability does not allow the phantom to share abilities that aren't spells, even if they function like spells.

### **Unnerving Touch (1d4+1 rounds, DC 11) (Class Ability (Geist Channeler)**

As a standard action, a geist channeler's phantom can make a melee touch attack against a living creature, even if that creature is corporeal. If the attack hits, the target is shaken for 1d4+1 rounds. A successful Will save (DC = 10 + 1/2 the phantom's Hit Dice + the phantom's Charisma modifier) negates this effect. At 5th level, when the phantom can damage corporeal creatures with its slam attack, its slam attacks against living corporeal creatures gain this ability. Multiple attacks against the same creature don't cause the creature to become frightened. This is a mind-affecting fear effect.