

Player and Artist: toasterpip

Seamus O'Donnell

Ratfolk Spiritualist

Similar in appearance to a humble wood mouse, Seamus is a timid fellow, seeming to always be watching out for danger. He has a tendency to withdraw into himself and mutter, oftentimes speaking under his breath with his Phantom, Rochelle.

He prefers to wear fairly simple clothing, though he will almost always be seen wearing his lambskin cap.

Speaking quietly and with a stammering Irish lilt, it can occasionally be difficult to understand him.

In combat, Seamus prefers to hang back and run support for his allies, specifically Rochelle. He will try to pick his moments when it comes to entering melee, as while he knows how to fight, he also knows he's far more fragile than his Phantom.

_Attrib	utes SCORE MOD
Strength	
Dexterity	
Constitution	
Intelligence	
Wisdom	
Charisma	

Combat Overview
Hit Points Damage Taken Initiative Perception
AC TAC FFAC
Reflex
Fortitude
Will Shared Consciousness Bonus [+] (Only when Rochelle is not manifested)
Damage Resistance //
Energy Resistance F A C E So
Spell Resistance
Melee Attack Ranged Attack
Weapon: MELEE RANGE Range B Critical Enh. Bonus P
Special Ammo Range
Weapon:
Hit Bonus Damage B Critical Enh. Bonus
Special Ammo Range
CMB Bonus CMD
Spell-Like Abilities
Detect Undead Calm Spirit See Invisibility Call Spirit As per the spell, As per the spell, As per spell, but duration As per thespell.
useable at-will. 7
EXP / Next Level

9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18

Spellcasting Overview
Concentration: Injury/Spell dmg: DC=10+dmg+SL Grapple: DC=10+CMB+Sl LVL + WIS Motion: DC=10+SL /=15+SL Cast Defensively: DC=15+2*Sl
0 1 2 3 4 5 6 Spell Level
Spells Per Day
Used Today
Spell DC
Phantom: Rochelle
Shared Consciousness While Rochelle is not manifested, gain Skill Focus in Bluff and Diplomacy (+3/ +6 @10 ranks). Also gain +4 to Will saves vs mind effects (+8 @12th level). On a failed save, shunt the effect to Rochelle, but Seamus loses the Shared Consciousness bonuses until the effect ends or is dispelled.
Manifestations As a 1-minute ritual, Seamus can manifest Rochelle in one of two forms: Ectoplasmic or Incorporeal. Once manifested, switching between forms is a full-round action for Seamus. Rochelle always manifests with the same HP she had last time she was manifested, unless she was dismissed to the Ethereal Plane by being killed or banished. In that case, she manifests with ½ HP. It is a standard action to recall Rochelle to Seamus' consciousness.
Bonded Manifestation

apply it to. Incorporeal: Seamus gains concealment (20% miss) against ranged attacks.

8th, Seamus' melee attacks gain ghost touch. 13th, sa a standard action, Seamus becomes invisible until the start of his next turn.

18th, Seamus becomes incorporeal and gains a fly speed of 30' (good). Rounds per Day Used Today

As a swift action, if Rochelle is in Seamus' consciousness, she can be partially manifested as either

As a swift action, if Rochelle is in Seamus' consciousness, she can be partially maintested as either Ectoplasmic or Incorporeal. This state can be maintained for a number of rounds per day equal to 3+LVL (3+2xLVL @17th).

Ectoplasmic: Seamus gains a +4 shield bonus to AC that applies to incorporeal attacks.

______ Bth, manifest two tendrils that can manipulate objects or attack as a standard or swift using Rochelle's bonuses and damage.

______ 13th, AC bonus increases to +6.

______ 18th, use a Full-Round action to attack all foes in range. Roll one attack at advantage, and use that against all enemies. If you score a crit, select one enemy to apply it to

Spiritual Interference

☐ 4th, Seamus gains defensive bonuses while Rochelle is manifested and within reach.

Ectoplasmic: +2 shield to AC and circumstance to saves while within melee reach.

Incorporeal: +2 circumstance to saves against mind effects while in 30'.

12th, these bonuses increase to +4, and also grant Seamus' allies a +2 bonus in the same ranges.

Phantom Recall ☐ 6th, Seamus can call Rochelle to his side or consciousness as a swift or immediate action. If he does so, he can expend an additional round of Bonded Manifestation to instantly combine with Rochelle in a Bonded Manifestation.

10th 2/day 14th 3/day ☐ 10tn ∠/uay ☐ 14th 3/day ☐ 18th 4/day

Fused Consciousness

10th, Seamus gains the Shared Consciousness bonuses even while Rochelle is manifested. If he shunts an effect to Rochelle using Shared Consciousness, she is immediately returned to Seamus' mind.

Spiritual Bond

14th, if Seamus is struck by damage that would reduce him to less than 0 HP, that damage is instead dealt to Rochelle so long as she has at least 1 HP left. If she takes enough damage this way to be returned to the Ethereal Plane, any extra damage beyond that is then dealt to Seamus.

Empowered Consciousness

20th, while Rochelle is in Seamus' consciousness, Seamus is immune to mind-affecting effects and spells/ effects that involve possession, such as *magic jar*.



Point Buy

Total



6th 1/day

Skills		Ranks		4+INT
	Bonus	Ability Ranks	Racial/ Feats	Misc
Acrobatics	DEX	= + +	+	
Appraise	INT	= + + +	+	
Bluff	СНА	= + +	+	+3
Climb	STR	= + +	+	
Diplomacy	СНА 🗾	= + +	+	
Disable Device	DEX	+ + +	+	
Disguise	СНА	+ + +	+	
Escape Artist	DEX	+ + +	+	
Fly	DEX	+ + +	+	+3
Handle Animal	СНА	= + + +	+	
Heal	WIS	= + + +	+	+3
Intimidate	СНА	= + + +	+	+3
Kn: Arcana	INT	+ + +	+	+3
Kn: Dungeoneering	INT	= + +	+	+3
Kn: Engineering	INT	+ + +	+	+3
Kn: Geography	INT	+ + +	+	+3
Kn: History	INT	= + +	+	+3
Kn: Local	INT	= + +	+	+3
Kn: Nature	INT	= + +	+	+3
Kn: Nobility	INT	+ + +	+	+3
Kn: Planes	INT	+ + +	+	+3
Kn: Religion	INT	= + +	+	+3
Linguistics	INT	= + +	+	+3
Perception	WIS	= + +	+3 +	+3
Ride	DEX	= + +	+	
Sense Motive	WIS	+ +	+	+3
Sleight of Hand	DEX	+ +	+	
Spellcraft	INT	= + + +	+	+3
Stealth	DEX	= + + +	<u></u>	
Survival	WIS	= + + +	+	
Swim	STR	= + + +	+	
Use Magic Device	СНА	= + + +	+2 +	+3
Craft (Alchemy)	INT	= + + +	+2 +	+3
Craft (Food)	INT	= + +	+	+3
Profession (Brewer)	WIS	= + +	+	+3
Conditional Effects:				
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Language	es			
Common,				

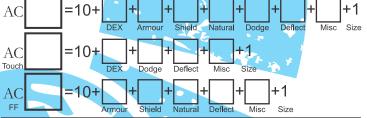
Traits & Racial Features

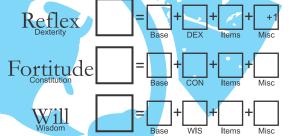
Tinker [Racial]: +2 on Craft (Alchemy), Perception, and Use Magic Device checks.

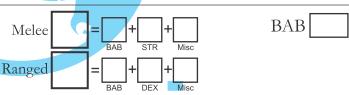
Unnatural [Racial]: -4 on all CHA-based skill checks to affect creatures of the animal type, +2 dodge bonus to AC against animals. An animal's starting attitude is one step worse than normal.

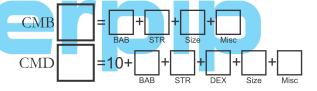
Cornered Fury [Racial]: When at ½ HP or less, with no conscious ally within 30', gain a +2 on make attent rolls and AC.

melee attack rolls and AC. Twitchy (Campaign Trait): +2 Initiative, +1 Reflex. Seeker (Trait): +1 Perception, and Perception is a class skill. Spellpiercer (Trait): +2 to concentration checks while spellcasting. Paranoid (Drawback): Allies attempting to use aid another must beat DC15 instead of DC10. Feavoured Class Bonus: +1/2 HP and Skill Point for Rochelle. Feats 1st: Improved Initiative: +4 Initiative. 3rd: Weapon Finesse: Use DEX instead of STR on attack rolls with light weapons (plus others, see SRD for full list). 5th: Combat Casting: +4 on concentration checks to cast defensively or while grappled. 7th: Weapon Focus (kukri): +1 to attacks with kukris. 9th: Uncanny Concentration: No concentration checks due to movement or weather. +2 bonus to all concentration: No concentration checks. 11th: Expanded Arcana: Add spell(s) to list: 13th: Spell Penetration: +2 on checks to overcome Spell Resistance. 15th: Expanded Arcana: Add spell(s) to list: 17th: Greater Spell Penetration: +2 on checks to overcome Spell Resistance (stacks). 19th: Improved Share Spells: Split duration of self spells between Seamus and Rochelle when cast within 5 of each other. Effect stops on Rochelle if she moves away. Combat Details Fly Burrow Burrow Combat Swim Base Spd Climb Swim Burrow Swim

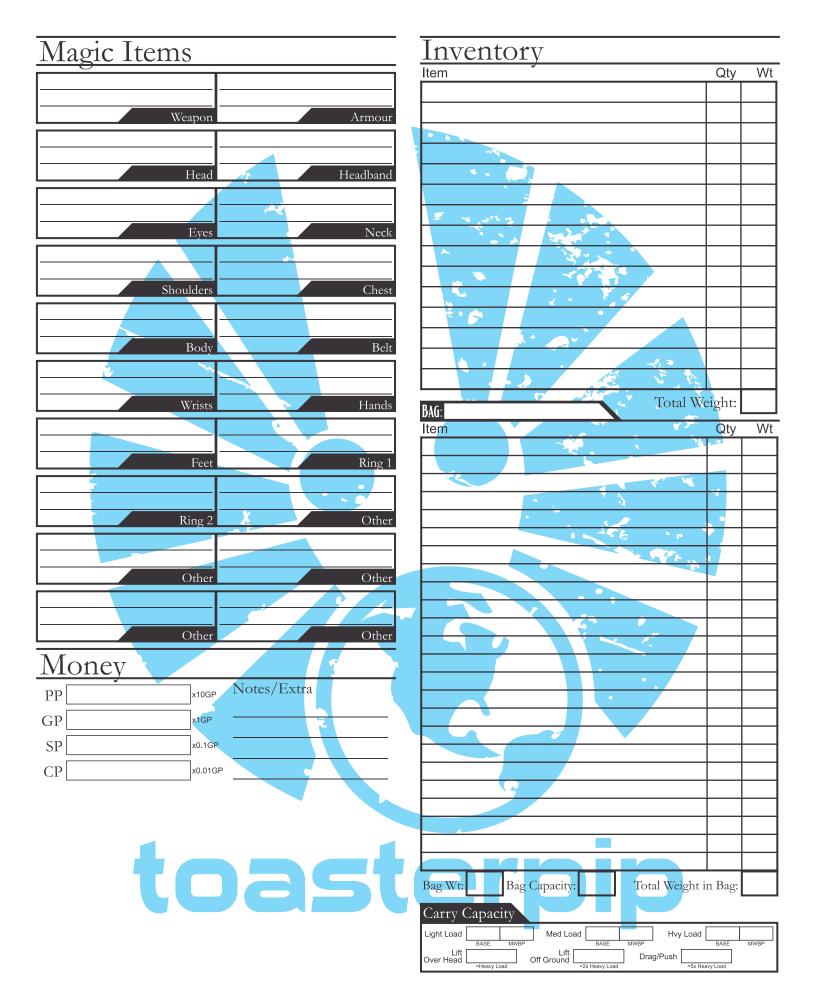








STR CHA WIS ON	Tables:	Spirit	ual	ist	Tru	ncate	d]
Spellcasting		Progress		ons S		PER DAY	1
	EXP LVL – 1st	BAB F +0 +2	R V		2nd 3rd	4th 5th	6th
Concentration	2,000 2nd	+1 +3	+0 +:	\rightarrow			
WIS LVL Misc	5,000 3rd	+2 +3	+1 +:	\rightarrow	1		
Spells Per Day Total Base DCs Total WIS	9,000 4th 15,000 5th	+3 +4 +4	+1 +4		2		
	23,000 6th	+4 +5	+2 +:	_	3		
0th = Bonus 0th =+10	35,000 7th 51,000 8th	+5 +5 +6	+2 +:	$\overline{}$	3 1 4 2		
1st = +11 = +11	75,000 9th	+6/+1 +6	+3 +	$\overline{}$	4 3		
2nd = +12	105,000 10th	+7/+2 +7 +8/+3 +7	+3 +		4 3	2	
2nd = + 2nd = +12	220,000 12th	+9/+4 +8	+4 +	_	5 4	3	
3rd = + 3rd = +13	315,000 13th 445,000 14th	+9/+4 +8 +10/+5 +9	+4 +4		5 4 5 4	3 1 4 2	
	635,000 15th	+11/+6/+1 +9	+5 +	5	5 5	4 3	
4th = +14	890,000 16th 1,300,000 17th	+12/+7/+2 +10 +12/+7/+2 +10	+5 +1 +5 +1	_	5 5 5 5	4 3	2
5th = +15	1,800,000 18th	+13/+8/+3 +11	+6 +1	1 5	5 5	5 4	3
	2,550,000 19th 3,600,000 20th	+14/+9/+4 +11 +15/+10/+5 +12	+6 +1	_	5 5 5 5	5 5 5 5	5
6th = +16		s Known	10 11			Per Da	
0 11 17		d 3rd 4th 5th	6th MC			4th 5th	
Spells Known	2 5 3						
Oth detect magic, guidance, mage hand, stabilize,	4 6 4 2			2 1	1		
cure light wounds cause fear	5 6 4 3 6 6 4 4		3	_	1 1 1 Y	1	
1st	7 6 5 4 8 6 5 4	3	Į.		1 1	1 1	
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	11 6 6 5 12 6 6 5	4 4		_	2 2	2 1	1
2nd	13 6 6 5 14 6 6 6	5 4 3	1	-	2 2 3 2	2 2	2
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3rd	19 6 6 6 20 6 6 6		5			,	
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4th							
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6th					-		
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Rochelle Scathan

Catfolk Lust Phantom

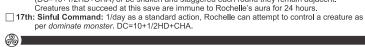
Manifesting as a rose-coloured phantom, Rochelle's appearance is largely as it was in life: a curvaceous catfolk woman with unconventional clothing taste.

While she remembers very little of her life in her new phantom state, she retains her shamelessly flirtatious nature, though she is surprisingly loyal to Seamus, and very protective of him. She also quite enjoys spooking folks if she gets the chance.

In battle, Rochelle prefers to be in the thick of things, disrupting and distracting foes to draw attention to herself (and away from Seamus, though she'd only claim that as a side effect).

Attrib	utes
0 1	SCORE MOD
Strength	
Dexterity	
Constitution	
Intelligence	
Wisdom	
Charisma	

Artist: toasterpip		Ch	narisma	
Combat Details Hit Dice	Skills		Ra	nks[
HP Base Spd Fly	Acrobatics	DEX =		Racial/ Feats +
Defences	Appraise	INT =	+ +	+
Ectoplasmic AC Natural armour bonus from table.	Bluff ★	CHA =		+
Escopito TTO Hatala almost sonito nom asia.	Climb	STR =	+ +	+
AC =10+ + + + + + + +	Diplomacy ★	CHA =	+ +	+
DEX Armour Shield Natural Dodge Deflect Misc	Disable Device	DEX =	+ +	+
AC AC DR /	Disguise	CHA =	+ +	+
T	Escape Artist	DEX =	++	+
Incorporeal AC Armour bonus from table is applied as a dodge bonus. Add CHA as a deflect bonus to AC.	Fly	DEX =	+ +	+
AC =10+ + + + + + + +	Handle Animal	CHA=	+ + +	+_
DEX Armour Shield Natural Dodge Deflect Misc	Heal	WIS =	+ + +	+
AC Incorporeal: Takes no damage from mundane attacks, takes only 50% damage from magical sources unless	Intimidate	CHA =	+ +	+
Touch they deal force damage or have ghost touch property. Always hit touch AC. Immune to critical hits and precision	Kn: Arcana	INT=	+ + +	+
damage, unless dealt with a ghost touch weapon.	Kn: Dungeoneering	INT =	++	+
Reflex = + + + +	Kn: Engineering	INT =	+ + +	+
Base DEX Items Misc	Kn: Geography	INT =	+ +	+
Fortitude = + + +	Kn: History	INT =	+ +	+
Base CON Items Misc	Kn: Local	INT=	+ +	+
Will = + + +	Kn: Nature	INT	+ +	+
Base WIS Items Misc NOTE: Slam attack only works when Rochelle is ectoplasmic,	Kn: Nobility	INT =	+ +	+
Attacks unless she is incorporeal and attacking another incorporeal creature.	Kn: Planes	INT =	+ + +	+
	Kn: Religion	INT =	+ + +	+
Melee = + + + = = D + + +	Linguistics	INT = [+ +	+
BAB STR Misc STR Misc	Perception	wis = _	++	+
CMB = + + +	Ride	DEX=	++_	+
CIVID BAB STR Size Misc	Sense Motive	wis = _	++	+
	Sleight of Hand	DEX =	+ + +	+
CMD =10+ + + + + + +	Spellcraft	INT =	+ + +	+
BAB STR DEX Size Misc	Stealth	DEX =	+ +	+
Special Abilities	Survival	wis ==	+ + +	+
1st: Alluring Presence: As an immediate action, make a Diplomacy check against a creature targeting Seamus with an attack or harmful spell (so long as Rochelle is within the attacker's	Swim	STR =	+ +	+
reach/range). DC=10+1/2 attacker's HD+attacker's WIS. If successful, Rochelle becomes the target of all that creature's attacks for 1 round. This is a mind-affecting compulsion effect.	Use Magic Device	CHA = [+ + +	+
7th: Mine Alone: Whenever Seamus or Rochelle is subject to a charm or compulsion effect, the target can roll twice and take the better result - once using Seamus' save bonus, once using Rochelle's.	★ = Bonus Ranks alway	ys equal to HD.		



12th: Aura of Ecstasy: All creatures adjacent to Rochelle must make a Will save (DC=10+1/2HD+CHA) or be shaken and staggered each round they remain adjacent.

Ectoplasmic Extra Abilities

Phase Lurch (Ectoplasmic): Rochelle can move through solid objects while ectoplasmic, though she must begin and end her movement in an open square, and her movement speed through solid matter is halved. Phase Lurch also leaves behind a thin, silvery mucus on any surfaces Rochelle has passed through.

Ectoplasmic Defences: While in ectoplasmic form, Rochelle gains damage resistance based on IvI.

1st: DR5/slashing 5th: DR5/magic 10th: DR10/magic 15th: DR15/magic 20th: DR15/-

1st: Skill Focus (Diplomacy): +3 Diplomacy (+6 @ 10 ranks [13th level]). ☐ 3rd: Weapon Focus (Slam): Gain +1 to slam attacks.
☐ 6th: Improved Natural Attack (Slam): Increase damage dice of Rochelle's slam attack by one

step, as if she had increased in size. Stacks with size increases such as enlarge person. 9th: Lightning Reflexes: +4 Reflex.

11th: Toughness: +1 HP per HD.
13th: Ability Focus (Aura of Ecstasy): +2 to the DC to resist Aura of Ecstasy.

14th: Dazzling Display (Slam): As a full-round action, make an Intimidate check to demoralize all foes within 30' who can see you.

17th: Skill Focus (Stealth): +3 Stealth (+6 @10 ranks [13th level])

19th: Ability Focus (Sinful Command): +2 DC to resist Sinful Command.

Table: Phantom Advancement

LVL	HD	BAB	F/W	R	Skills	Feats	AC	CON/CHA	Slam	Special
1st	1	+1	+2	+0	2	1	+0	+0	1d6	Darkvision, Link, Share Spells
2nd	2	+2	+3	+0	4+1	1	+2	+1	1d6	-
3rd	3	+3	+3	+1	6+1	2	+2	+1	1d6	Deliver touch spells (30')
4th	3	+3	+3	+1	6+2	2	+2	+1	1d6	Magic Attacks
5th	4	+4	+4	+1	8+2	2	+4	+2	1d8	Ability Score Increase
6th	5	+5	+4	+1	10+3	3	+4	+2	1d8	Devotion
7th	6	+6	+5	+2	12+3	3	+6	+2	1d8	-
8th	6 4	+6	+5	+2	12+4	3	+6	+3	1d8	
9th	7	+7	+5	+2	14+4	4	+6	+3	1d10	Incorporeal Flight
10th	8	+8	+6	+2	16+5	4	+8	+4	1d10	Ability Score Increase
11th	9	+9	+6	+3	18+5	5	+8	+4	1d10	-
12th	9	+9	+6	+3	18+6	5	+10	+5	1d10	Deliver Touch Spells (50')
13th	10	+10	+7	+3	20+6	5	+10	+5	2d6	- 56
14th	11	+11	+7	+3	22+7	6	+10	+5	2d6	-
15th	12	+12	+8	+4	24+7	6	+12	+6	2d6	Ability Score Increase
16th	12	+12	+8	+4	24+8	6	+12	+6	2d6	-
17th	13	+13	+8	+4	26+8	7	+14	+7	2d8	-
18th	14	+14	+9	+4	28+9	7	+14	+7	2d8	-
19th	15	+15	+9	+5	30+9	8	+14	+7	2d8	-
20th	15	+15	+9	+5	30+10	8	+16	+8	2d8	-
		$\overline{}$							-	

1st: Darkvision: 60'

Link: Rochelle and Seamus can always communicate so long as they are on the same plane as a free action. However, this link also forces Rochelle and Seamus to share the same pool of item slots.

Share Spells: Seamus can cast spells with a range of "Personal" on Rochelle as a touch spell. Rochelle counts as a humanoid for the purposes of targeting spells this way.

3rd: Deliver Touch Spells (30'): While manifested in either form, Rochelle can deliver touch spells for Seamus. She must be within 30' of Seamus and successfully touch the target(s) to deliver the spell. Delivering a spell is treated as an immediate action for Rochelle.

4th: Magic Attacks: Rochelle's ectoplasmic slam

attacks are treated as magic for the purposes of DR bypass. At 10th, they are also treated as being Rochelle's alignment for bypass.

5th: Ability Score Increase: Add 1 to one of

Rochelle's ability scores.

6th: Devotion: Rochelle gains a +4 morale bonus on of this Devotion: Rochelle gains a +4 morate bonus on Will saves vs. enchantment spells/ effects.

9th: Incorporeal Flight: While incorporeal, Rochelle has a fly speed of 40' (good).

10th: Ability Score Increase: Add 1 to one of Rochelle's ability scores.

☐ 12th: Deliver Touch Spells (50'): As the 3rd level ability, but Rochelle can be up to 50' from

Seamus to deliver a spell.

15th: Ability Score Increase: Add 1 to one of Rochelle's ability scores

Rochelle's Starting Statistics

Type: Outsider (phantom)

Size: Medium Speed: 30'

Starting AC bonus: +2 (dodge if incorporeal, natural armour

if ectoplasmic) Melee: 2 slams (1d6)

STR: 12 DEX: 14 CON: 13 INT: 7 WIS: 10 CHA: 13

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