



# 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.

Player and Artist: toasterpip

## Attributes

	SCORE	MOD
Strength	<input type="text"/>	<input type="text"/>
Dexterity	<input type="text"/>	<input type="text"/>
Constitution	<input type="text"/>	<input type="text"/>
Intelligence	<input type="text"/>	<input type="text"/>
Wisdom	<input type="text"/>	<input type="text"/>
Charisma	<input type="text"/>	<input type="text"/>

## Combat Overview

Hit Points	Damage Taken	Initiative
<input type="text"/> D8	<input type="text"/>	<input type="text"/>
AC	TAC	Perception
<input type="text"/>	<input type="text"/>	<input type="text"/>
Reflex	<input type="text"/>	
Fortitude	<input type="text"/>	
Will	Shared Consciousness Bonus [+ ] (Only when Rochelle is not manifested)	
<input type="text"/>	<input type="text"/>	

Damage Resistance	<input type="text"/>	/	<input type="text"/>
Energy Resistance	<input type="text"/>	<input type="text"/>	<input type="text"/>
Spell Resistance	<input type="text"/>		

Melee Attack	<input type="text"/>	Ranged Attack	<input type="text"/>
Weapon: <input type="checkbox"/> MELEE <input type="checkbox"/> RANGE			
Hit Bonus	Damage	Critical	Enh. Bonus
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Special	Ammo	Range	<input type="checkbox"/> MWK

Weapon: <input type="checkbox"/> MELEE <input type="checkbox"/> RANGE			
Hit Bonus	Damage	Critical	Enh. Bonus
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Special	Ammo	Range	<input type="checkbox"/> MWK

CMB Bonus	<input type="text"/>	CMD	<input type="text"/>
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## Spell-Like Abilities

Detect Undead	Calm Spirit	See Invisibility	Call Spirit
5 <input type="checkbox"/> As per the spell, useable at-will.	As per the spell. 7 <input type="checkbox"/> 1/day 11 <input type="checkbox"/> 2/day 15 <input type="checkbox"/> 3/day 19 <input type="checkbox"/> 4/day	As per spell, but duration becomes 10 minutes. 9 <input type="checkbox"/> 1/day	As per the spell. 16 <input type="checkbox"/> 1/day

EXP	<input type="text"/>	Next Level	<input type="text"/>
Point Buy Total	<input type="text"/>		

## Spellcasting Overview

Concentration:	<input type="text"/>	Injury/Spell dmg: DC=10+dmg+SL	Grapple: DC=10+CMB+SL				
LVL + WIS	<input type="text"/>	Motion: DC=10+SL / =15+SL	Cast Defensively: DC=15+2*SL				
0	1	2	3	4	5	6	Spell Level
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	Spells Per Day
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	Used Today
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	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 1/2 HP. It is a standard action to recall Rochelle to Seamus' consciousness.

### Bonded Manifestation

As a swift action, if Rochelle is in Seamus' consciousness, she can be partially manifested 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. ☐ 8th, 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.

**Incorporeal:** Seamus gains concealment (20% miss) against ranged attacks.

☐ 8th, Seamus' melee attacks gain ghost touch.

☐ 13th, as 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	<input type="text"/>	Used Today	<input type="text"/>
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### 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.

☐ 6th 1/day

☐ 10th 2/day

☐ 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*.



# Skills

Ranks ☐ 4+INT

	Bonus	Ability	Ranks	Racial/Feats	Misc
Acrobatics	DEX	<input type="checkbox"/>	= <input type="checkbox"/>	+ <input type="checkbox"/>	+ <input type="checkbox"/>
Appraise	INT	<input type="checkbox"/>	= <input type="checkbox"/>	+ <input type="checkbox"/>	+ <input type="checkbox"/>
Bluff	CHA	<input type="checkbox"/>	= <input type="checkbox"/>	+ <input type="checkbox"/>	+ <input type="checkbox"/>
Climb	STR	<input type="checkbox"/>	= <input type="checkbox"/>	+ <input type="checkbox"/>	+ <input type="checkbox"/>
Diplomacy	CHA	<input type="checkbox"/>	= <input type="checkbox"/>	+ <input type="checkbox"/>	+ <input type="checkbox"/>
Disable Device	DEX	<input type="checkbox"/>	= <input type="checkbox"/>	+ <input type="checkbox"/>	+ <input type="checkbox"/>
Disguise	CHA	<input type="checkbox"/>	= <input type="checkbox"/>	+ <input type="checkbox"/>	+ <input type="checkbox"/>
Escape Artist	DEX	<input type="checkbox"/>	= <input type="checkbox"/>	+ <input type="checkbox"/>	+ <input type="checkbox"/>
Fly	DEX	<input type="checkbox"/>	= <input type="checkbox"/>	+ <input type="checkbox"/>	+ <input type="checkbox"/>
Handle Animal	CHA	<input type="checkbox"/>	= <input type="checkbox"/>	+ <input type="checkbox"/>	+ <input type="checkbox"/>
Heal	WIS	<input type="checkbox"/>	= <input type="checkbox"/>	+ <input type="checkbox"/>	+ <input type="checkbox"/>
Intimidate	CHA	<input type="checkbox"/>	= <input type="checkbox"/>	+ <input type="checkbox"/>	+ <input type="checkbox"/>
Kn: Arcana	INT	<input type="checkbox"/>	= <input type="checkbox"/>	+ <input type="checkbox"/>	+ <input type="checkbox"/>
Kn: Dungeoneering	INT	<input type="checkbox"/>	= <input type="checkbox"/>	+ <input type="checkbox"/>	+ <input type="checkbox"/>
Kn: Engineering	INT	<input type="checkbox"/>	= <input type="checkbox"/>	+ <input type="checkbox"/>	+ <input type="checkbox"/>
Kn: Geography	INT	<input type="checkbox"/>	= <input type="checkbox"/>	+ <input type="checkbox"/>	+ <input type="checkbox"/>
Kn: History	INT	<input type="checkbox"/>	= <input type="checkbox"/>	+ <input type="checkbox"/>	+ <input type="checkbox"/>
Kn: Local	INT	<input type="checkbox"/>	= <input type="checkbox"/>	+ <input type="checkbox"/>	+ <input type="checkbox"/>
Kn: Nature	INT	<input type="checkbox"/>	= <input type="checkbox"/>	+ <input type="checkbox"/>	+ <input type="checkbox"/>
Kn: Nobility	INT	<input type="checkbox"/>	= <input type="checkbox"/>	+ <input type="checkbox"/>	+ <input type="checkbox"/>
Kn: Planes	INT	<input type="checkbox"/>	= <input type="checkbox"/>	+ <input type="checkbox"/>	+ <input type="checkbox"/>
Kn: Religion	INT	<input type="checkbox"/>	= <input type="checkbox"/>	+ <input type="checkbox"/>	+ <input type="checkbox"/>
Linguistics	INT	<input type="checkbox"/>	= <input type="checkbox"/>	+ <input type="checkbox"/>	+ <input type="checkbox"/>
Perception	WIS	<input type="checkbox"/>	= <input type="checkbox"/>	+ <input type="checkbox"/>	+ <input type="checkbox"/>
Ride	DEX	<input type="checkbox"/>	= <input type="checkbox"/>	+ <input type="checkbox"/>	+ <input type="checkbox"/>
Sense Motive	WIS	<input type="checkbox"/>	= <input type="checkbox"/>	+ <input type="checkbox"/>	+ <input type="checkbox"/>
Sleight of Hand	DEX	<input type="checkbox"/>	= <input type="checkbox"/>	+ <input type="checkbox"/>	+ <input type="checkbox"/>
Spellcraft	INT	<input type="checkbox"/>	= <input type="checkbox"/>	+ <input type="checkbox"/>	+ <input type="checkbox"/>
Stealth	DEX	<input type="checkbox"/>	= <input type="checkbox"/>	+ <input type="checkbox"/>	+ <input type="checkbox"/>
Survival	WIS	<input type="checkbox"/>	= <input type="checkbox"/>	+ <input type="checkbox"/>	+ <input type="checkbox"/>
Swim	STR	<input type="checkbox"/>	= <input type="checkbox"/>	+ <input type="checkbox"/>	+ <input type="checkbox"/>
Use Magic Device	CHA	<input type="checkbox"/>	= <input type="checkbox"/>	+ <input type="checkbox"/>	+ <input type="checkbox"/>
Craft (Alchemy)	INT	<input type="checkbox"/>	= <input type="checkbox"/>	+ <input type="checkbox"/>	+ <input type="checkbox"/>
Craft (Food)	INT	<input type="checkbox"/>	= <input type="checkbox"/>	+ <input type="checkbox"/>	+ <input type="checkbox"/>
Profession (Brewer)	WIS	<input type="checkbox"/>	= <input type="checkbox"/>	+ <input type="checkbox"/>	+ <input type="checkbox"/>

Conditional Effects: \_\_\_\_\_

# Languages

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.  
**Corned Fury [Racial]:** When at ½ HP or less, with no conscious ally within 30', gain a +2 on 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.  
**Favoured 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 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

Initiative ☐ = ☐ + ☐ + ☐ + ☐

DEX FEATS MISC.

HP ☐ = ☐ + ☐ + ☐

D8 CON MISC.

Base Spd ☐ Fly ☐ Burrow ☐

Climb ☐ Swim ☐

AC ☐ = 10 + ☐ + ☐ + ☐ + ☐ + ☐ + ☐ + ☐ + 1

DEX Armour Shield Natural Dodge Deflect MISC. Size

AC Touch ☐ = 10 + ☐ + ☐ + ☐ + 1

DEX Dodge Deflect MISC. Size

AC FF ☐ = 10 + ☐ + ☐ + ☐ + ☐ + 1

Armour Shield Natural Deflect MISC. Size

Reflex ☐ = ☐ + ☐ + ☐ + ☐ + 1

Dexterity Base DEX Items MISC.

Fortitude ☐ = ☐ + ☐ + ☐ + ☐

Constitution Base CON Items MISC.

Will ☐ = ☐ + ☐ + ☐ + ☐

Wisdom Base WIS Items MISC.

Melee ☐ = ☐ + ☐ + ☐

BAB STR MISC.

BAB ☐

Ranged ☐ = ☐ + ☐ + ☐

BAB DEX MISC.

CMB ☐ = ☐ + ☐ + ☐ + ☐

BAB STR Size MISC.

CMD ☐ = 10 + ☐ + ☐ + ☐ + ☐ + ☐

BAB STR DEX Size MISC.



# Spellcasting

Concentration ☐ = ☐ + ☐ + ☐

WIS      LVL      Misc

## Spells Per Day

0th ☐ = ☐ + ☐ Bonus

1st ☐ = ☐ + ☐

2nd ☐ = ☐ + ☐

3rd ☐ = ☐ + ☐

4th ☐ = ☐ + ☐

5th ☐ = ☐ + ☐

6th ☐ = ☐ + ☐

## DCs

0th ☐ = ☐ + 10

1st ☐ = ☐ + 11

2nd ☐ = ☐ + 12

3rd ☐ = ☐ + 13

4th ☐ = ☐ + 14

5th ☐ = ☐ + 15

6th ☐ = ☐ + 16

# Spells Known

0th ☐ *detect magic, guidance, mage hand, stabilize,*

1st ☐ *cure light wounds* ☐ *cause fear*

2nd

3rd

4th

5th

6th

## Tables: Spiritualist [Truncated]

EXP	LVL	PROGRESSIONS					SPELLS PER DAY					
		BAB	F	R	W		1st	2nd	3rd	4th	5th	6th
—	1st	+0	+2	+0	+2		1					
2,000	2nd	+1	+3	+0	+3		2					
5,000	3rd	+2	+3	+1	+3		3					
9,000	4th	+3	+4	+1	+4		3	1				
15,000	5th	+3	+4	+1	+4		4	2				
23,000	6th	+4	+5	+2	+5		4	3				
35,000	7th	+5	+5	+2	+5		4	3	1			
51,000	8th	+6/+1	+6	+2	+6		4	4	2			
75,000	9th	+6/+1	+6	+3	+6		5	4	3			
105,000	10th	+7/+2	+7	+3	+7		5	4	3	1		
155,000	11th	+8/+3	+7	+3	+7		5	4	4	2		
220,000	12th	+9/+4	+8	+4	+8		5	5	4	3		
315,000	13th	+9/+4	+8	+4	+8		5	5	4	3	1	
445,000	14th	+10/+5	+9	+4	+9		5	5	4	4	2	
635,000	15th	+11/+6/+1	+9	+5	+9		5	5	5	4	3	
890,000	16th	+12/+7/+2	+10	+5	+10		5	5	5	4	3	1
1,300,000	17th	+12/+7/+2	+10	+5	+10		5	5	5	4	4	2
1,800,000	18th	+13/+8/+3	+11	+6	+11		5	5	5	5	4	3
2,550,000	19th	+14/+9/+4	+11	+6	+11		5	5	5	5	5	4
3,600,000	20th	+15/+10/+5	+12	+6	+12		5	5	5	5	5	5

Spells Known								Bonus Spells Per Day						
LVL	0th	1st	2nd	3rd	4th	5th	6th	MOD	1st	2nd	3rd	4th	5th	6th
1	4	2						0						
2	5	3						1	1					
3	6	4						2	1	1				
4	6	4	2					3	1	1	1			
5	6	4	3					4	1	1	1	1		
6	6	4	4					5	2	1	1	1	1	
7	6	5	4	2				6	2	2	1	1	1	1
8	6	5	4	3				7	2	2	2	1	1	1
9	6	5	4	4				8	2	2	2	2	1	1
10	6	5	5	4	2			9	3	2	2	2	2	1
11	6	6	5	4	3			10	3	3	2	2	2	2
12	6	6	5	4	4									
13	6	6	5	5	4	2								
14	6	6	6	5	4	3								
15	6	6	6	5	4	4								
16	6	6	6	5	5	4	2							
17	6	6	6	6	5	4	3							
18	6	6	6	6	5	4	4							
19	6	6	6	6	5	5	4							
20	6	6	6	6	6	5	5							

toaster











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	Notes/Extra
PP <input type="text"/> x10GP	
GP <input type="text"/> x1GP	
SP <input type="text"/> x0.1GP	
CP <input type="text"/> x0.01GP	


[illegible][illegible]


## Carry Capacity

Light Load  Med Load  Hvy Load 

Lift  Off Ground  Drag/Push 

Over Head   $\approx$  Heavy Load

Off Ground   $\approx$  2x Heavy Load

Drag/Push   $\approx$  5x Heavy Load







Artist: toasterpip

# 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).

## Attributes

	SCORE	MOD
Strength	<input type="text"/>	<input type="text"/>
Dexterity	<input type="text"/>	<input type="text"/>
Constitution	<input type="text"/>	<input type="text"/>
Intelligence	<input type="text"/>	<input type="text"/>
Wisdom	<input type="text"/>	<input type="text"/>
Charisma	<input type="text"/>	<input type="text"/>

## Combat Details

Hit Dice

HP  =  +  +   
D10 CON Misc.

Base Spd   
Fly

## Defences

### Ectoplasmic AC

Natural armour bonus from table.

AC  = 10 +  +  +  +  +  +  +   
DEX Armour Shield Natural Dodge Deflect Misc

AC  Touch  AC  FF  DR  /

### Incorporeal AC

Armour bonus from table is applied as a dodge bonus. Add CHA as a deflect bonus to AC.

AC  = 10 +  +  +  +  +  +  +   
DEX Armour Shield Natural Dodge Deflect Misc

AC  Touch  AC  FF   
**Incorporeal:** Takes no damage from mundane attacks, takes only 50% damage from magical sources unless they deal force damage or have *ghost touch* property. Always hit touch AC. Immune to critical hits and precision damage, unless dealt with a *ghost touch* weapon.

Reflex  =  +  +  +   
Base DEX Items Misc

Fortitude  =  +  +  +   
Base CON Items Misc

Will  =  +  +  +   
Base WIS Items Misc

## Attacks

NOTE: Slam attack only works when Rochelle is ectoplasmic, unless she is incorporeal and attacking another incorporeal creature.

Melee  =  +  +  +  +  +   
BAB STR Misc Slam  D  +  +   
STR Misc

CMB  =  +  +  +   
BAB STR Size Misc

CMD  = 10 +  +  +  +  +   
BAB STR DEX Size Misc

## Special Abilities

- 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 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.
- 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.
- 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. Creatures that succeed at this save are immune to Rochelle's aura for 24 hours.
- 17th: **Sinful Command:** 1/day as a standard action, Rochelle can attempt to control a creature as per *dominate monster*. DC=10+1/2HD+CHA.

## Skills

Ranks

	Bonus	Ability	Ranks	Racial/Feats	Misc
Acrobatics	DEX <input type="text"/>	= <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>
Appraise	INT <input type="text"/>	= <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>
Bluff ★	CHA <input type="text"/>	= <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/> +3
Climb	STR <input type="text"/>	= <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>
Diplomacy ★	CHA <input type="text"/>	= <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/> +3
Disable Device	DEX <input type="text"/>	= <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>
Disguise	CHA <input type="text"/>	= <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>
Escape Artist	DEX <input type="text"/>	= <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>
Fly	DEX <input type="text"/>	= <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/> +3
Handle Animal	CHA <input type="text"/>	= <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>
Heal	WIS <input type="text"/>	= <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>
Intimidate	CHA <input type="text"/>	= <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/> +3
Kn: Arcana	INT <input type="text"/>	= <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>
Kn: Dungeoneering	INT <input type="text"/>	= <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>
Kn: Engineering	INT <input type="text"/>	= <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>
Kn: Geography	INT <input type="text"/>	= <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>
Kn: History	INT <input type="text"/>	= <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>
Kn: Local	INT <input type="text"/>	= <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>
Kn: Nature	INT <input type="text"/>	= <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>
Kn: Nobility	INT <input type="text"/>	= <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>
Kn: Planes	INT <input type="text"/>	= <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/> +3
Kn: Religion	INT <input type="text"/>	= <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>
Linguistics	INT <input type="text"/>	= <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>
Perception	WIS <input type="text"/>	= <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/> +3
Ride	DEX <input type="text"/>	= <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>
Sense Motive	WIS <input type="text"/>	= <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/> +3
Sleight of Hand	DEX <input type="text"/>	= <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>
Spellcraft	INT <input type="text"/>	= <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>
Stealth	DEX <input type="text"/>	= <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/> +3
Survival	WIS <input type="text"/>	= <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>
Swim	STR <input type="text"/>	= <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>
Use Magic Device	CHA <input type="text"/>	= <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>

★ = Bonus Ranks always equal to HD.



# 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 lvl.

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

# Feats

- 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	+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	—
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	—

- 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 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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