

## **JUNIA "J." DACILANE CR 1**

Female human spiritualist 2 (*Pathfinder RPG Occult Adventures* 72)

CG Medium humanoid (human)

**Init** +4; **Senses** Perception +3

### **DEFENSE**

**AC** 14, touch 10, flt-footed 14 (+4 armor)

**hp** 16 (2d8+4)

**Fort** +4, **Ref** +2, **Will** +6

### **OFFENSE**

**Speed** 30 ft.

**Melee** kukri +0 (1d4–1/18–20)

**Ranged** *telekinetic projectile* +1 (1d6)

**Spiritualist Spells Known** (CL 2nd; concentration +5)

0 (at will)—*mage hand*, *message*, *open/close* (DC 13), *stabilize*, *telekinetic projectile*OA

### **STATISTICS**

**Str** 8, **Dex** 10, **Con** 12, **Int** 14, **Wis** 17, **Cha** 13

**Base Atk** +1; **CMB** +0; **CMD** 10

**Feats** Improved Initiative, Lightning Reflexes

**Skills** Bluff +6, Diplomacy +3, Knowledge (dungeoneering) +6, Knowledge (history) +7, Knowledge (nobility) +7, Sense Motive +8, Swim +1, Use Magic Device +5

**Languages** Common, Halfling, Infernal

**SQ** bonded senses (2 rounds/day), etheric tether, phantom (Grishan Maldris, devotion), shared consciousness

**Combat Gear** alchemist's fie, antitoxin (2); **Other Gear** mithral shirt, kukri, backpack, belt pouch, *everburning torch*, explorer's outfi, ink, inkpen, paper (5), scroll case, tindertwig, trail rations, 35 gp

### **SPECIAL ABILITIES**

**Bonded Senses** As a standard action, J. can see, hear, smell, taste, and touch with Grishan's senses for up to 2 rounds per day.

**Etheric Tether** J. can sacrifice any number of hit points to prevent the same amount of damage to Grishan, but only if an attack would send him back to the Astral Plane. Grishan can travel up to 50 feet away from J. If he travels farther, she must succeed a concentration check (DC = 10 + 1 per 10 feet between them) as a full-round action each round or Grishan transports to the Ethereal Plane and cannot return for 24 hours. If Grishan is outside J.'s line of effect for longer than 1 round, he returns to the Ethereal Plane.

**Phantom** J.'s dedication phantom, Grishan, may dwell inside her mind, or manifest fully as an incorporeal creature with a 1-minute ritual. When he manifests as an incorporeal creature, he gains the incorporeal ability (making him immune to physical attacks, and reducing damage from magical attacks by half) and can attack incorporeal creatures, but cannot affect material creatures. A typical phantom can instead choose to manifest as an ectoplasmic creature, but Grishan has not yet learned how to take this form.

**Psychic Spellcasting** Junia's spells lack verbal and somatic components. Instead, any spell with a verbal component instead has a thought component, and any spell with a somatic component instead has an emotion component. She cannot cast a spell with an emotion component while under the effects of a non-harmless effect with the emotion or fear descriptors. The DC of any concentration check to cast a spell with a thought component is increased by 10 unless she spends a move action to center herself before casting. Junia Dacilane has the spell *telekinetic projectile*, which appears on page 188 of *Pathfinder RPG Occult Adventures*. The spell is reprinted below for your convenience.

**Shared Consciousness** When Grishan isn't manifested, J. gains a +4 bonus on saving throws against mind-affecting effects, +2 bonus on Will saves, and a +3 bonus on Diplomacy and Sense Motive checks. Once per day, she may reroll a failed saving throw against a mind-affecting effect, but doing so removes her other shared consciousness bonuses for the spell's durations.

## **GRISHAN MALDRIS**

Male phantom

CG Medium outsider (incorporeal, phantom)

**Init** +2; **Senses** darkvision 60 ft.; Perception +5

### **DEFENSE**

**AC** 14, touch 14, ft-footed 12 (+2 deflection, +2 Dex)

**hp** 27 (2d10+5)

**Fort** +1, **Ref** +5, **Will** +5

**Defensive Abilities** incorporeal

### **OFFENSE**

**Speed** 30 ft.

**Melee** 2 slams +4 (1d6+2)

**Special Attack** dutiful strike

### **STATISTICS**

**Str** —, **Dex** 15, **Con** 13, **Int** 7, **Wis** 10, **Cha** 14

**Base Atk** +2; **CMB** +4; **CMD** 16

**Feats** Iron Will, Toughness

**Skills** Bluff +7, Diplomacy +7, Knowledge (nobility) –1, Perception +5, Sense Motive +5, Sleight of Hand +6, Stealth +6

**Languages** Common

**SQ** link, share spells

### **SPECIAL ABILITIES**

**Dutiful Strike** Grishan gains a +2 bonus on attack rolls against any creature that attacked Junia in the past minute, and his slam damage increases to 1d8+2 against that creature. If another creature attacks Junia while this ability is active, the effect transfers to the new attacker.

**Link** Junia can direct Grishan as a free action.

**Share Spells** Junia can cast spells with a range of personal on Grishan as if it had a range of touch.

### **TELEKINETIC PROJECTILE**

**School** evocation; **Level** occultist 0, psychic 0, spiritualist 0

**Casting** Time 1 standard action

**Components** V, S

**Range** close (25 ft. + 5 ft./ 2 levels)

**Duration** instantaneous

**Saving Throw** no; **Spell Resistance** no

You fling an object weighing up to 5 pounds at the target.

You must succeed at a ranged attack (not a ranged touch attack) to hit your target; if you hit, you deal 1d6 points of bludgeoning damage to both the target and the object.

The type of object thrown doesn't change the damage type or any other properties of the attack, even if you throw a weapon or magic item in this way.