

SAMO

ANIMIST

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ANCESTRY	HUMAN (NEPHILIM)	BACKGROUND	ACOLYTE
SPEED	25 FEET	PERCEPTION	+7 (TRAINED)
SENSES	LOW-LIGHT VISION, APPARITION SIGHT		
LANGUAGES	COMMON, SKALD, VARKI	CLASS DC	17
STRENGTH	DEXTERITY	CONSTITUTION	
STR +1	DEX +3	CON +0	
INTELLIGENCE	WISDOM	CHARISMA	
INT +1	WIS +4	CHA +0	

DEFENSES

CURRENT HIT POINTS	MAX HIT POINTS	ARMOR CLASS
	16	18*
FORTITUDE	REFLEX	WILL
+3*	+6*	+9*

* +1 status bonus against the effects of haunts, spirits, and incorporeal undead

STRIKES

MELEE	<ul style="list-style-type: none"> war gavel +4 [-1/-6] (versatile P), 1d6+1 bludgeoning dagger +6 [+2/-2] (agile, finesse, thrown 10 feet, versatile S), 1d4+1 piercing
RANGED	<ul style="list-style-type: none"> dagger +6 [+2/-2] (agile, finesse, thrown 10 feet, versatile S), 1d4+1 piercing

SKILLS

ACROBATICS (DEX)	ARCANA (INT)	ATHLETICS (STR)
+3	+1	+1
CRAFTING (INT)	DECEPTION (CHA)	DIPLOMACY (CHA)
+1	+0	+0
INTIMIDATION (CHA)	FARMING LORE (INT)*	HERBALISM LORE (INT)*
+0	+4 ●	+4 ●
MOUNTAIN LORE (INT)*	RIVER LORE (INT)*	SCRIBING LORE (INT)
+4 ●	+4 ●	+4 ●
LORE (OTHER; INT)	MEDICINE (WIS)	NATURE (WIS)
+1	+7 ●	+7 ●
OCCULTISM (INT)	PERFORMANCE (CHA)	RELIGION (WIS)
+4 ●	+0	+7 ●
SOCIETY (INT)	STEALTH (DEX)	SURVIVAL (WIS)
+4 ●	+3	+7 ●
THIEVERY (DEX)		
+3		

● = TRAINED ●● = EXPERT ●●● = MASTER

* Spirits' knowledge from apparition attunement.

FEATS AND ABILITIES

ANCESTRY ABILITIES	low-light vision, Musetouched
CLASS FEATS	Apparition Sense
SKILL FEATS	Student of the Canon
CLASS ABILITIES	animist spellcasting, apparition attunement (custodian of groves and gardens, vanguard of roaring waters), animistic practice (seer), invocation of sight

EQUIPMENT

BULK	Current: 4, 2 L; Maximum: 6 Bulk
WORN	backpack, dagger, minor elixir of life (1), healer's toolkit, sankeit, war gavel
STOWED	bedroll, chalk (10 pieces), flint and steel, rations (2 weeks), rope (50 feet), soap, torch (5), waterskin
WEALTH	1 sp

SPELLS

SPELL ATTACK	ANIMIST SPELLS	APPARITION SPELLS
CANTRIPS (AT WILL)	divine lance, guidance	rousing splash, tangle vine
1ST RANK	<input type="checkbox"/> fear	<input type="checkbox"/> (either protector tree OR hydraulic push)
<input type="checkbox"/> FOCUS SPELLS	—	garden of healing OR river carving mountains



WHAT IS AN ANIMIST?

You are a flexible spellcaster who blends your own magical power with that of bonded spirits and apparitions, bridging two worlds.

EQUIPMENT

Agile (trait): The multiple attack penalty you take on the second attack each round with this weapon is -4 instead of -5, and -8 instead of -10 on the third and any further attacks in the round.

Backpack: A backpack can hold up to 4 Bulk worth of items. If you're carrying or stowing the pack rather than wearing it on your back, its Bulk is light instead of negligible. The first 2 Bulk of items stowed in your backpack do not count against your Bulk limits (and are not included in your worn Bulk).

□ **Elixir of Life, Minor** (alchemical, consumable, elixir, healing) **Activate** ◆ (manipulate); **Effect** Upon drinking this elixir, you regain 1d6 Hit Points and gain a +1 item bonus to saving throws against diseases and poisons for 10 minutes.

Finesse (trait): You can choose to use Dexterity instead of Strength on attack rolls with this melee weapon.

Healer's Toolkit: This kit of bandages, herbs, and suturing tools is necessary for Medicine checks to Administer First Aid, Treat Disease, Treat Poison, or Treat Wounds. If you wear your healer's toolkit, you can draw and replace the tools as part of the action that uses them.

Thrown (trait): You can throw this weapon as a ranged attack. A thrown weapon adds your Strength modifier to damage just like a melee weapon does. When this trait appears on a melee weapon, it also includes the range increment in feet.

Versatile (trait): A versatile weapon can be used to deal a different type of damage than its listed type. This trait indicates the alternate damage type. For instance, a slashing weapon with versatile P can deal piercing or slashing damage. You choose the damage type each time you attack.

FEATS AND ABILITIES

Samo's feats and abilities are described below.

Apparition Attunement You serve as a conduit or bridge for otherworldly spiritual entities, called apparitions. You have bonded with two apparitions, the **custodian of groves and gardens** and the **vanguard of roaring waters**. These apparitions grant you knowledge in the form of Lore skills and additional spells you can cast with your apparition spellcasting; your custodian of groves and gardens grants you Farming Lore, Herbalism Lore, *tangle vine*, and *protector tree*, and your vanguard of roaring waters grants you Mountain Lore, River Lore, *rousing splash* and *hydraulic push*.

During your daily preparations and whenever you Refocus, you can decide which of your apparitions is your primary apparition. You gain an additional focus spell from your primary apparition: If your primary apparition is the custodian of groves and gardens, you can cast *garden of healing*; if your primary apparition is the vanguard of roaring waters, you can cast *river carving mountains*.

Apparition Sense You can see and interact with things others can't. You have apparition sight, an imprecise sense that allows you to detect the presence of invisible or hidden spirits, haunts, and undead within 30 feet of you.

You can allow a spirit or undead otherwise incapable of speech to speak through you as long as you are in direct contact with it. As an activity that takes 10 minutes, you can act as a link between disembodied souls and their mortal bodies. As long as you are in

contact with both a spirit and a living body that belonged to it in life during that entire time, the spirit can use you to return to that body; this does not allow you to bring the dead back to life, but can assist in restoring a disembodied soul to a still-living body. If the body is occupied by another spirit or soul, that entity must succeed at a Will save against your spell DC or be cast from the body when its original owner is returned.

Animist Spellcasting You can cast divine spells using the Cast a Spell activity. Your magic is split between animist spells, which are spells from your own magic that you must prepare in advance, and apparition spells, which you can cast in any combination by drawing on your apparitions' magic. See the Spells section below for details.

Invocation of Sight You shift your eyes easily to the spirit world, intuiting the needs of apparitions and other spiritual entities based on how they appear to you. You gain the Apparition Sense feat. You also gain a +1 status bonus to saving throws and AC against the effects of haunts and the abilities of spirits and incorporeal undead.

Musetouched Your blood sings with the liberating power of the azatas, living embodiments of freedom from the wild realm of Elysium. You gain a +1 circumstance bonus to Escape. When you roll a critical failure on a check to Escape, you get a failure instead, and when you roll a success, you get a critical success instead.

Student of the Canon You've researched many faiths enough to recognize notions about them that are unlikely to be true. If you roll a critical failure at a Religion check to Decipher Writing of a religious nature or to Recall Knowledge about the tenets of faiths, you get a failure instead. When attempting to Recall Knowledge about the tenets of your own faith, if you roll a failure, you get a success instead, and if you roll a success, you get a critical success instead.

SPELLS

Samo can cast the following spells. Some of her spells are from her personal animist magic, and some are from her apparitions. Samo's animist spells must be prepared in advance, but she can choose which apparition spell to cast. Samo cannot use her animist spell slots to cast apparition spells or vice versa; her magics remain complementary and harmonious, yet as distinct as the two worlds from which they come.

Cantrips

Samo can cast the below cantrip spells at will, regardless of whether they're animist spells or apparition spells.

Animist Spells

Divine Lance ◆◆ (attack, cantrip, concentrate, manipulate, sanctified, spirit) **Range** 60 feet; **Targets** 1 creature; **Defense** AC; **Effect** You unleash a beam of divine energy. Make a ranged spell attack against the target's AC. On a hit, the target takes 2d4 spirit damage (double damage on a critical hit).

Guidance ◆ (cantrip, concentrate) **Range** 30 feet; **Targets** 1 creature; **Duration** until the start of your next turn; **Effect** You ask for the guidance of supernatural entities, granting the target a +1 status bonus to one attack roll, Perception check, saving throw, or skill check the target attempts before the duration ends. The target chooses which roll to use the bonus on before rolling. If the target uses the bonus, the spell ends. Either way, the target is then temporarily immune for 1 hour.

Apparition Spells

Rousing Splash ♦♦ (cantrip, concentrate, manipulate, water) **Range** 60 feet; **Targets** 1 creature; **Effect** You cause a splash of cold water to descend on an ally's head, granting some temporary vigor. The target gains 1d4 temporary Hit Points, which last for 1 minute. The target is then temporarily immune to the temporary Hit Points from rousing splash for 10 minutes. The target can also attempt an immediate flat check to recover from a single source of persistent acid or fire damage, with the DC reduction from appropriate assistance.

Tangle Vine ♦♦ (attack, cantrip, concentrate, manipulate, plant, wood) **Range** 30 feet; **Targets** 1 creature; **Defense** AC; **Effect** A vine appears from thin air, flicking from your hand and lashing itself to the target. Attempt a spell attack roll against the target.

Critical Success The target gains the immobilized condition and takes a -10-foot circumstance penalty to its Speeds for 1 round. It can attempt to Escape against your spell DC to remove the penalty and the immobilized condition.

Success The target takes a -10-foot circumstance penalty to its Speeds for 1 round. It can attempt to Escape against your spell DC to remove the penalty.

Failure The target is unaffected.

1st

Animist Spells

Samo can cast the following prepared animist spell once per day.

Fear ♦♦ (concentrate, emotion, fear, manipulate, mental) **Range** 30 feet; **Targets** 1 creature; **Defense** Will; **Duration** varies; **Effect** You plant fear in the target; it must attempt a Will save.

Critical Success The target is unaffected.

Success The target is frightened 1.

Failure The target is frightened 2.

Critical Failure The target is frightened 3 and fleeing for 1 round.

Apparition Spells

Samo can cast one apparition spell per day, which can be her choice of the below spells.

Hydraulic Push ♦♦ (attack, concentrate, manipulate, water) **Range** 60 feet; **Targets** 1 creature or unattended object; **Defense** AC; **Effect** You call forth a powerful blast of pressurized water that bludgeons the target and knocks it back. Make a ranged spell attack roll.

Critical Success The target takes 6d6 bludgeoning damage and is knocked back 10 feet.

Success The target takes 3d6 bludgeoning damage and is knocked back 5 feet.

Protector Tree ♦♦ (concentrate, manipulate, plant, wood) **Range** 30 feet; **Duration** 1 minute; **Effect** A Medium tree suddenly grows in an unoccupied square within range. The tree has AC 10 and 10 Hit Points. Whenever an ally adjacent to the tree is hit by a Strike, the tree interposes its branches and takes the damage first. Any additional damage beyond what it takes to reduce the tree to 0 Hit Points is dealt to the original target. The tree isn't large enough to impede movement through its square. If the tree is in soil and survives to the end of the spell's duration, it remains as an ordinary, non-magical tree and continues to grow and thrive. The GM might determine that the tree disappears immediately in certain inhospitable situations.

FOCUS SPELLS

Samo can cast vessel spells. Vessel spells are a type of focus spell. It costs 1 Focus Point to cast a Focus Spell, and you start with a focus pool of 1 Focus Point. You refill your focus pool during your daily preparations, and you can regain 1 Focus Point by spending 10 minutes using the Refocus activity (*Player Core* 298) to treat with nearby spirits, meditate on resolving an issue pertaining to the balance of spirits and mortals, or tell a story.

Which focus spell Samo can cast depends on which apparition is currently your primary apparition (as selected during daily preparations or whenever you Refocus). If your primary apparition is the custodian of groves and gardens, you can cast *garden of healing*; if your primary apparition is the vanguard of roaring waters, you can cast *river carving mountains*.

Custodian of Groves and Gardens

Garden of Healing ♦ (uncommon, animist, aura, emotion, focus, healing, mental); **Area** 10-foot emanation; **Duration** sustained up to 1 minute; **Effect** Spirits of comfort and respite swirl around you, trailing visions of growing grass and blooming blossoms. When you cast this spell and the first time you Sustain it on each subsequent round, you generate a pulse of renewing energy that heals each creature within the emanation for 1d4 Hit Points. The calm of this effect lingers; once this spell ends, any creature that has been affected by its healing gains a +1 circumstance bonus to saves against emotion effects for 10 minutes but does not receive any healing from additional castings of the spell while the bonus persists.

Vanguard of Roaring Waters

River Carving Mountains ♦ (uncommon, animist, focus, water); **Duration** sustained up to 1 minute; **Effect** Your apparition solidifies around you into roaring water and spraying mist. For the duration of this spell, you have lesser cover against ranged attacks and gain a +10-foot status bonus to each Speed you have. When you first cast this spell and each time you Sustain it, you can Stride up to your speed while your apparition fills each square you pass through with the lingering energy of a coursing river. These squares become difficult terrain until the start of your next turn. You can use river carving mountains while Burrowing, Climbing, Flying, or Swimming instead of Striding if you have the corresponding movement type.