

Rite Publishing Presents

IN THE COMPANY OF SPIRITS



Wren Roy





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Qwilion of Questhaven,

I am pleased to report we have successfully recovered the potent weapon known as Sunrise, and purified one of Cynmark's old barrows in the process. It is being transported to Questhaven by the Order of Dawn adventuring party as I write, and will prove a valuable addition to our arsenal of dangerous and potent artifacts.

More importantly, in the process of cleansing the barrow we made contact with an... entity... claiming to be Beshamine the Laughing Joy. The very same Beshamine chronicled in accounts of our heroes more than three centuries ago. This spectral entity overwhelmed the Order of Dawn as we attempted to secure Sunrise, in very short order. Thankfully she was more benign than most undead we have encountered, and engaged in deep discussions with us instead of giving us a more gruesome fate after handling us like neophyte adventurers. In return for bringing Sunrise safely to Questhaven's vaults, Beshamine asked that I thoroughly chronicle the tale of her existence, and I agreed. What follows is an accurate transcription of her words, directly from her heart through my borrowed hands. She may have drifted into personal storytelling from time to time due to certain obsessive qualities caused by her current state of existence, the reasons for which should be clear after you read her chronicle. I think you will consider this a win-win situation; her insights into the nature of the spirit world are invaluable.

Datifully,

—Hemett, Third Precept
of Our Lady
of the Endless Tome



Introduction

Weep for the loss of little Nonn, whose clever hands could not save her from the poisoned blades of this accursed barrow's traps! Cry in anguish for Selin and Sorin, those brothers who danced so beautifully in armored tandem until one misstep against the undead abomination haunting this place left them lying embraced one last time. Most of all, rail against the injustice of Maeshan's light being extinguished! My sweet, tender Maeshan, with their liquid eyes that will never peer again into mine, their smooth limbs that will never again chase away the night chill, their laughter that was the tinder for my own and gave me that silly name.

These were my companions. My family. My lovers. All gone now, leaving me alone with nothing except this damned artifact that Maeshan wielded with such grace. This weapon, the only thing I can touch that still carries Maeshan's warmth, their heart. The most precious of things that tethers me to this world and makes all my grief worth existing. Remember the Blades of Joy and all they did to secure a place for the living in this world. Remember them!

I digress. You want to know of spirits, and the passions of the restless dead are one part of that.

My kind call ourselves geist. We are spirits that remain tied to the world of the living and unable to pass on due to strong emotional connections. Geist are exceptional spirits, retaining their intellect and individuality to a degree above other spectral entities. We may share appearances and commonalities with ghosts, wraiths, spectres, and a variety of other spirits that the living have classified by abilities, but retain more of ourselves. Our strong personalities keep us more intact than these lesser beings.

Geist exist because we feel bound to the world of the living by strong emotional connection and refuse to cease existing. This connection is often caused by trauma, but that is not always the case. In my explorations when I've managed to temporarily pull myself away from Maeshan's memory, I have encountered geist who remain bound to this world through a deep bond of love, protecting one who still lives. One geist I met in my journeys was an architect who remained to continue the growth and development of an orphanage he had poured his life into supporting.



Physical Description

We generally appear as spectral, incorporeal versions of ourselves at the time of death. This is an idealized form influenced by our core personality, and some geist with very traumatic deaths or darker personalities have their appearance influenced by this horror. Geist exist on the Ethereal Plane, but by force of will we have the ability to manifest an incorporeal form that can be seen and interact with the Material Plane to some extent. Some of us are better than others at this ability, and can affect the physical world in ways that may surprise the living.

When most of us need to interact deeply with the physical world, however, we draw upon ectoplasm to create a semi-material ectoplasmic form. These bodies appear similar to our spectral selves, but the talented among us can craft objects from ectoplasm to assist us in physical interactions. Some even craft weapons and armor, especially those geist who were powerful warriors during their living years.

Tethers

Most geist have a tether of some sort. Tethers are foci for keeping us tied to the world of the living, whether they are loved ones or similar living creatures to whom we have a close bond, objects tied to our former living days, or locations of deep personal and emotional significance. A geist's tether creates a weakening in the boundary between the Ethereal and Material Planes, making it easier for us to cross over and manifest in the physical world. Geist who lack tethers are rare, but sheer emotive drive can overcome this need. The untethered tend to have more abstract emotional drives, roaming the physical world more freely at the lack of a singular focusing purpose.

We are more than protective of our tethers. Regardless of its form, a tether is symbolic of our unfulfilled desires and inextricably linked to it. I do not watch over this dusty old morningstar you covet because of its value. To me, it is the realization of all that was and is Maeshan, their final resting place. And I cannot – will not – let that go.





Society

Geist have no intrinsic society, as most of our cultural ties are to the world of the living. Also, each of us tends to be wrapped in our own unresolved passions, which does not make for the most entertaining and joyous of company. When geist congregate it's usually for a shared purpose, and most often temporary.

There is something to be said for sharing the perceptions and experiences of others who exist in the sleepless spirit world of the restless dead, however. We ally with those among our number whose passions run similar to our own, to better challenge those spirits who run counter to our aims. Small familial groups of like-minded individuals will sometimes create their own tiny bubble of spiritual culture, but each of these communal geist families is unique.

Alignment and Religion

We were once living, and our motivations and personalities are as varied as those who still live. Geist spring from the most noble and altruistic of hearts, the foulest and cruelest monsters, and every type of personality between. The trauma of death and undeath may drive lesser spirits to become hungry, life-consuming forces, but such an occurrence is rare among the geist. As the first friend I made among our kind upon dying put it, "some of us are just jerks."

Geist similarly run the gamut on religion. Those who worshipped one of the divinities while living are likely to continue to do so. Those who thumb their noses at the gods do not usually gain a sudden devoutness. If anything, the less religious among us are more common than among the living due to a certain fatalistic impact that becoming an eternal, restless dead can have on one's perceptions of existence.

Adventurers

Many geist were once adventurers, for who leads lives more passionate and focused on the sheer act of experiencing life than those intrepid souls? Adventurers are more likely to meet an early and untimely death than average folk. They often have unresolved passions and goals when this happens, and strong personalities that are more likely to stay tethered to the world of the living.

Geist who remain adventurers after dying are a rarer breed. The singular focus of unresolved desires tie many geist to a specific location. Most have less interest in goals that do not specifically address these desires. The living shy away from us, seeing us as nothing more than one more undead horror. Still, there are those among us whose passions compel them to carry on adventuring beyond death, combining the skills from their former life with the unique talents of spectral undeath into a potent mix of abilities useful to an adventuring party.

Geist Racial Traits

ABILITY SCORES

Because incorporeal undead lack Strength and Constitution scores, when creating a geist character from scratch follow the rules set in the *Pathfinder Roleplaying Game: Advanced Race Guide* detailed below and further modified to account for their incorporeal nature. Generating ability scores for geist uses the standard methods with slight changes. The changes are as follows, corresponding to the five standard methods.

Standard: Roll 4d6, discarding the lowest result as normal, and sum the results, but only do this four times and assign them as you see fit, skipping Strength and Constitution.

Classic: Roll 3d6 and sum the results four times, and assign them as you see fit, skipping Strength and Constitution.

Heroic: Roll 2d6 and add 6 to the sum of each. Do this four times and assign them as you see fit, skipping Strength and Constitution.

Dice Pool: Instead of a pool of 24d6, races without Strength and Constitution get a pool of 16d6 to assign to the ability scores, except for Strength and Constitution. These characters still must assign a minimum of 3d6 in each of the other ability scores. Increase the number for high-powered games.

Purchase: When using the purchase method for ability scores, assume members of races without Strength and Constitution have Strength and Constitution scores of 10, and buy the rest of the abilities normally using the points allocated for the campaign's power level.

+2 Charisma, -2 Wisdom: Geist remain in existence due to sheer force of personality, but the strain of losing their physical body gives each a touch of madness.

Undead: Geist are undead with the augmented subtype. Select one humanoid subtype, representing the geist's former race. The geist does not receive any racial traits from its former race unless otherwise specified, but retains the humanoid subtype's size and speed. Geist do not gain all of an undead creature's normal traits and immunities (see Modified Undead sidebar). Geist are also treated as having the incorporeal subtype for the purposes of effects that specifically affect incorporeal creatures (such as the *calm spirit* spell) and for meeting prerequisites, but gain no benefits of the subtype unless noted elsewhere.



In the Company of Spirits

Small or Medium: Geist are Small or Medium creatures, with appropriate bonuses or penalties, dependent on the size of their selected humanoid subtype.

Speed: Geist have a fly speed of 30 feet (perfect).

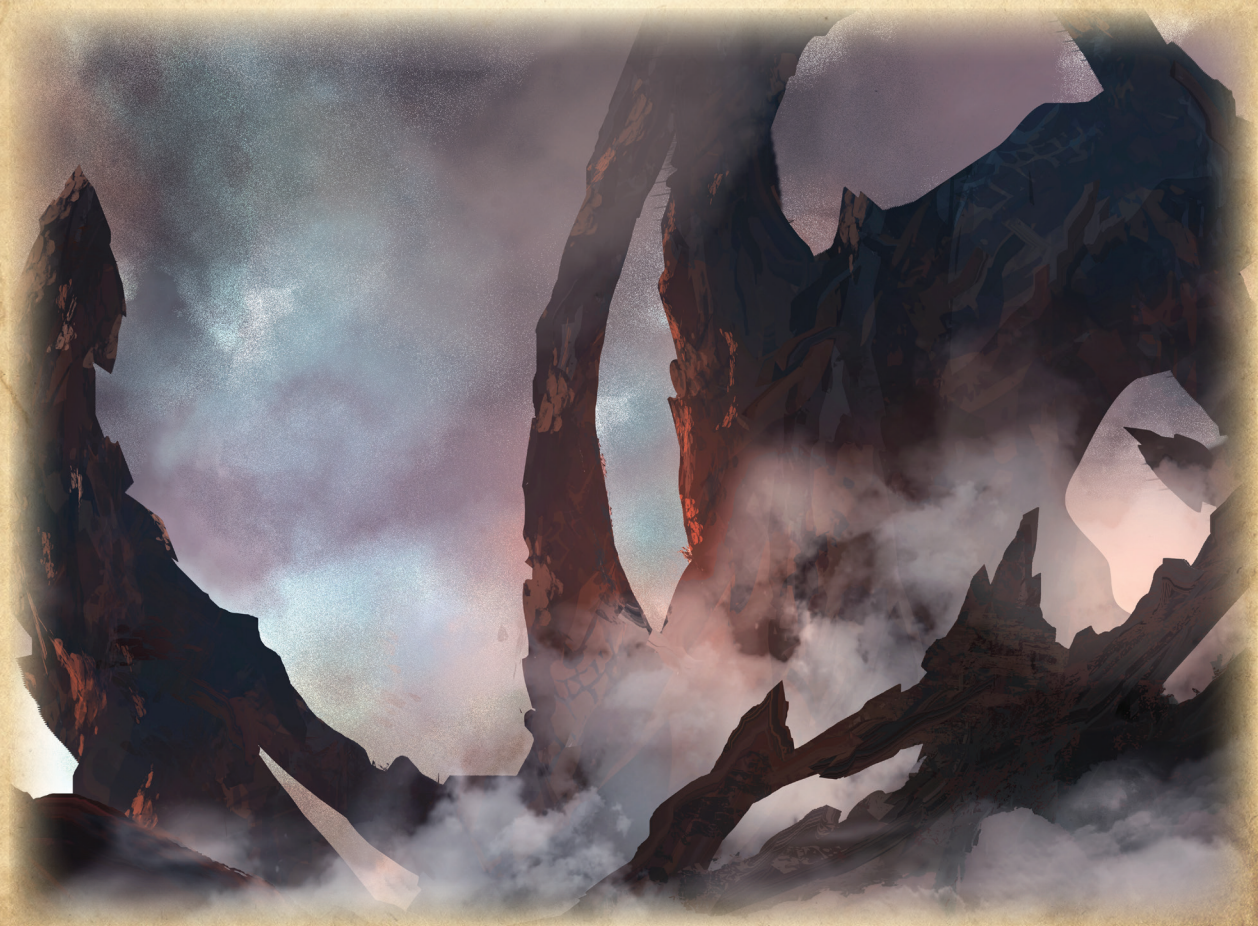
Darkvision: Geist can see perfectly in the dark up to 60 feet.

Phantasmal: Geist are ethereal spirits native to the Ethereal Plane. They can see into the Material Plane but cannot otherwise interact with it unless they manifest as an ectoplasmic or incorporeal entity. While on the Ethereal Plane, the geist gains all benefits of the incorporeal universal monster ability. The geist can manifest an ectoplasmic form by a process of meditation that takes 1 hour. The geist can manifest an incorporeal form or return to the Ethereal Plane by a process of meditation that takes 1 minute. While manifested in either form, the geist retains its ability to perceive the Ethereal Plane.

When manifested as an ectoplasmic form, the geist has a physical body with an effective Strength equal to their Charisma. They fully interact with creatures and objects as if they were a corporeal creature. The geist's attacks and spells fully affect ethereal and incorporeal creatures while the geist is in an ectoplasmic form. If the geist is reduced to

0 or fewer hit points while in an ectoplasmic form, they can choose to remain bound and effectively unconscious in the ectoplasmic form until their hit points are brought above 0, or to be disrupted to the Ethereal Plane (see below).

When manifested as an incorporeal form, the geist creates a visual presence on the Material Plane that has the incorporeal universal monster ability, including a deflection bonus to AC equal to their Charisma modifier (minimum +1) and immunity to critical hits and precision damage from weapons that lack the *ghost touch* ability. Corporeal spells and effects that do not cause damage only have a 50% chance of affecting the geist, and the geist takes half damage from all corporeal sources except channel energy. Force spells and effects affect the geist normally. The geist can be seen and heard by other creatures while in an incorporeal form, but their ability to interact with the physical world is limited. They cannot use or manipulate objects unless an object is enchanted with the *ghost touch* or *spirit-imbued* ability. They suffer a -2 penalty to any attack rolls against corporeal creatures made with *ghost touch* weapons, a -2 penalty to any skill checks made with *spirit-imbued* objects, and their spells, spell-like abilities, and supernatural abilities without the force descriptor





only have a 50% chance of affecting objects that lack *ghost touch* or *spirit-imbued* and corporeal creatures.

The geist's incorporeal form requires a small amount of concentration, so it cannot be maintained while they are engaged in meditative rest. The geist can move through physical objects per the incorporeal universal monster ability, but have difficulty passing their entire body through even thinner surfaces (such as a door or wall) and must make a Will save (DC 10 + the thickness of the surface in inches) when attempting to do so. On a failed save, the geist's incorporeal form is disrupted and they return to the Ethereal Plane. The geist's incorporeal form is also subject to disruption from violent attacks. Whenever the geist takes damage that leaves them with less than half their maximum hit points remaining, they must make a Will save (DC 10 + the amount of damage taken) or be disrupted. If the geist is reduced to 0 or fewer hit points, they are automatically disrupted.

A geist who has been disrupted cannot manifest on the Material Plane unless they are within their tether (locations) or within 30 feet of their tether (creatures and objects). If the geist's tether has been destroyed, they instead cannot manifest after being disrupted until healed to at least half their maximum hit points.

Phantom Weaponry (Su): Geist are charged with emotional energy that allows them to hurt other spirits. The geist can make a melee touch attack as a standard action that deals 1d4 points of damage, plus the geist's Charisma modifier, to ethereal or incorporeal creatures (including haunts). This attack has no effect on other types of creatures.

A geist who has manifested an ectoplasmic form also gains two slam attacks that deal 1d6 points of damage.

Spirit Restrictions: Geist are restricted in their ability to take levels in certain classes due to being spirits that have crossed beyond. The geist cannot take levels in the medium or spiritualist classes, and in order to take levels in the occultist class must have the beyonder archetype. The geist should also be restricted from taking archetypes that require a corporeal body to house spirits, subject to GM discretion.

Tether: Geist are bound to a particular creature, location, or object significant to their demise and unfulfilled desires. While touching, adjacent to or within their tether, the geist gains a +1 racial bonus on saving throws against fear, as well as channel resistance +4. The geist's spells, spell-like abilities, and supernatural abilities that target the tether have a 100% chance of affecting the tether, even when the geist is manifested in an incorporeal form. Object tethers are always considered to be a *ghost touch* weapon or armor, or a *spirit-imbued* object, respective to the tether's type of object, and the geist suffers no attack roll or skill check penalty when using the tether while manifested in an incorporeal form. Location tethers can be as large or small as permitted by a GM, but should generally not exceed the size of a large building complex

that fits within a 100-foot radius. Tethers are psychically significant and contain a spiritual link to their geist. The geist's tether gains no special resilience or resistances, so it is possible for the geist to become tetherless if their tether is utterly and irrevocably destroyed.

Languages: Geist begin play speaking Common and one language dependent upon their base race. A geist with a high Intelligence score can choose any language (except secret languages, such as Druidic).

Age, Height and Weight

Geist on the Ethereal Plane or manifesting an incorporeal form appear similar to how they did at time of death, and as incorporeal beings have no weight. The weight of a geist manifesting an ectoplasmic form is comparable to that of a corporeal body.

Becoming Geist

A humanoid PC should only become a geist at GM discretion. This may occur if the PC dies in the course of a potent unfulfilled desire or purpose, or if the PC is slain by energy-draining incorporeal undead. If a PC becomes a geist, take the following steps.

- If the PC's Charisma score is higher than or equal to the PC's Constitution score, do not adjust the PC's ability scores. If the PC's Charisma ability score is less than the PC's Constitution score, the PC's Charisma ability score becomes equal to their Constitution score.
- If the PC's Strength score is less than 10, the PC must reduce their mental ability scores by a total amount equal to the difference. For example, a PC with a Strength score of 8 would need to reduce their mental ability scores by a total of 2. They could reduce their Intelligence by 2, their Intelligence and Wisdom each by 1, or any other combination that equals the difference of their Strength score and 10. If the PC's Strength score is 10 or greater, they make no adjustment.
- The PC then loses their Strength and Constitution ability scores. The PC's ability scores should not otherwise be altered (the PC does not gain the geist's racial ability score adjustment).
- Any racial traits the PC possesses are removed. A PC wishing to retain existing racial traits, for example a human depending on a bonus feat for prerequisites, should take the humanoid racial trait alternate racial trait. The PC does not lose their racial ability score adjustment.
- The PC gains all geist racial traits.



MODIFIED UNDEAD

Geist are not traditional undead spirits. The unfulfilled desires that tie them to the lands of the living also cause them to emulate a living soul. While they have many abilities of the undead, they are still susceptible to some effects as if they were alive.

- No Constitution score. Geist use their Charisma score in place of their Constitution score when calculating hit points, Fortitude saves, and any special ability that relies on Constitution.
- Geist have no immunity or resistance to mind-affecting effects.
- Geist are not immune to death effects or *sleep* effects.
- Geist are immune to bleed, disease, and poison when not in an ectoplasmic form. They are immune to stunning and paralysis when not in an ectoplasmic form, unless the effect allows a Will save or doesn't allow a saving throw to negate the condition.
- Geist are immune to nonlethal damage.
- Geist are subject to ability damage and drain. Strength or Constitution ability damage or drain instead affects the geist's Charisma.
- Geist take no penalties from energy-draining effects, though they can still be killed if they accrue more negative levels than they have Hit Dice. After 24 hours, any negative levels they've gained are removed without any additional saving throws.
- Geist are harmed by positive energy and healed by negative energy.

- Geist heal hit point damage and ability damage naturally when not in an ectoplasmic form. This rate of natural healing cannot be accelerated, nor can the geist benefit from long-term care (per the Heal skill). However, a geist naturally heals 1 point of ability drain per 24 hours of rest.
- Geist are immune to fatigue and exhaustion unless it is caused by a spell, a spell-like ability, or a class feature (such as a barbarian's rage).
- Geist are not automatically immune to effects that require a Fortitude save, and use their Charisma modifier in place of their Constitution modifier when determining their Fortitude save.
- Geist are not at risk of death from massive damage, and are not destroyed until their negative hit points equal or exceed their Charisma score. A geist at 0 hit points or negative hit points is helpless and unconscious. The geist is automatically stabilized when at negative hit points.
- A *raise dead* or similar spell or effect cast on a geist deals 10 points of damage per caster level (to a maximum of 200 points at 20th level). The geist can attempt a Will saving throw (the save DC equals the spell DC) for half damage. If the damage reduces the geist to 0 or fewer hit points, they are automatically destroyed. Using the spell in this way does not require a material component.
- Geist do not breathe or eat, but do require meditative rest equivalent to sleep in order to regain daily uses of abilities that would normally require rest. They do not age and are immune to magical aging.

Alternate Racial Traits

Ectoplasmic Affinity: Some geist excel at creating more durable ectoplasmic forms. The geist gains a +2 natural armor bonus to AC when in an ectoplasmic form. However, this specialization comes at the expense of the geist's other abilities. The geist suffers a -2 penalty on Will saves to avoid being disrupted when in an incorporeal form. This trait modifies the phantasmal racial trait.

Ghostly Menace: Geist with a deeper undead connection to negative energy can easily unnerve living creatures. Whenever the geist makes a successful touch attack with their phantom weaponry against a living

creature or passes through a living creature when in an incorporeal form, they can attempt to demoralize that creature as a swift action. However, any positive energy attack damaging the geist deals +1 point of damage per die rolled. This trait modifies the phantom weaponry racial trait.

Humanoid Racial Trait: Geist were once alive, possessed of a unique physical body. Some geist retain characteristics of their former corporeal selves. The geist gains either a primary or secondary racial trait from their selected humanoid subtype per the following table. Other humanoid subtypes and appropriate racial traits may be available at GM discretion.



Humanoid Subtype	Primary Racial Trait	Secondary Racial Trait
Dwarf	stonecunning	defensive training, greed, or hatred
Elf	keen senses	low-light vision, elven immunities, or elven magic
Gnome	obsessive	defensive training, gnome magic, or hatred
Half-elf	keen senses	adaptability, elven immunities, or multitalented
Half-orc	intimidating	orc ferocity or weapon familiarity
Halfling	keen senses	fearless, halfling luck, or weapon familiarity
Human	skilled	bonus feat

This racial trait may be selected up to twice. The first time it is selected, the geist gains the primary racial trait and becomes susceptible to any source of fatigue or exhaustion, including from lack of rest. The second time it is selected, the geist gains one of the abilities listed under secondary racial traits and loses their bonus on saves throws against fear and channel resistance gained from their tether. Selecting this trait a second time modifies the tether racial trait.

Incorporeal Affinity: Some geist are more comfortable remaining incorporeal when interacting with the Material Plane. The geist gains a +2 bonus on Will saves to avoid being disrupted when in an incorporeal form. However, the geist also suffers a -1 penalty to attack rolls and skill checks when in an ectoplasmic form. This trait modifies the phantasmal racial trait.

Tangible Pathos: Some geist can use their emotional energy to affect nearby objects. The geist can cast *mage hand* as a spell-like ability 3/day. Geist with this ability are more sensitive to emotional manipulation, and suffer a -1 penalty on saving throws against spells and effects with the emotion descriptor.

Tetherless: The urges and passions that made the geist refuse to pass on quietly have no material focus, or had a focus that has been utterly and irrevocably destroyed. The geist begins play with no tether, suffering all the benefits and penalties of lacking one.

Favored Class Options

Barbarian: Gain a +1/3 bonus on damage rolls with phantom weaponry while raging.

Bloodrager: Add +1/4 to the bloodrager's effective class level when determining the power of their shadow or undead bloodrager bloodline powers.

Cavalier: Add +1/4 to the cavalier's banner bonus, and apply a penalty equal to the morale bonus on saving throws against fear to the DC of any attempt by the cavalier to demoralize an opponent within the banner's

effect. The banner must be the cavalier's object tether to gain this favored class bonus.

Dread (DSP): Add +1/2 to the dread's daily use of terrors.

Fighter: Add +1/4 to the fighter's natural armor bonus when in an ectoplasmic form.

Kineticist: Increase the capacity of the kineticist's internal buffer by 1/6 point.

Monk: Add +1/4 to the monk's ki pool.

Occultist: Add 1/2 point of mental focus per day.

Psychic: The psychic treats their Charisma bonus as 1/3 point higher for the purpose of determining the number of uses or rounds per day of their discipline powers.

Ranger: The ranger's animal companion gains a +1/4 deflection bonus to AC. The animal companion must be the ranger's creature tether to gain this favored class bonus.

Rogue: Add a +1/2 bonus on Stealth checks and Perception checks made in dim light or darkness.

Sorcerer: Choose a bloodline power from the ectoplasm bloodline or the shadow bloodline that the sorcerer can use. The sorcerer treats her class level as though it were +1/6 higher (to a maximum of +2) when determining the effects of that power.

Wizard: Add a +1/4 bonus on caster level checks to penetrate the spell resistance of undead creatures and creatures with the incorporeal subtype.

Class Archetypes

The following archetypes are unique to geist.

Spectral Terror (Dread Archetype, DSP)

Spectral terrors are undead nightmares that stalk dreams, feasting on the energy of the living by using fear as a conduit. Charged with potent psychic energy, spectral terrors learn the intricacies of manipulating both living creatures' fears and the stuff of the Dimension of Dreams.



ARCHETYPE FEATURES

Corrupting Touch (Su) The spectral terror's touch attack from phantom weaponry grows in power, dealing 1d6 points of damage plus the spectral terror's Charisma modifier. For every 4 additional levels above 1st, the touch attack inflicts an additional 1d6 points of damage. The spectral terror's corrupting touch also counts as devastating touch for the purposes of other dread class features.

In addition, the spectral terror can damage corporeal creatures with its touch attack. This damage manifests in the form of physical wounds and aches from supernatural aging. A successful Fortitude save (DC 10 + $\frac{1}{2}$ the spectral terror's class level + their Charisma modifier) halves the damage. Creatures immune to magical aging are immune to this damage, but otherwise the damage bypasses all forms of damage reduction. When manifesting an ectoplasmic form, corrupting touch fully affects corporeal creatures. This ability replaces devastating touch.

Terrifying Passions: At 2nd level, the spectral terror gains a pool of passion points at the start of each day equal to three plus their class level. These points can be spent to use abilities known as spirit passions. A spirit passion is a supernatural ability, requires a standard action and spends 1 passion point, unless otherwise noted. Any saving throws allowed by a spirit passion have a DC of 10 + $\frac{1}{2}$ the spectral terror's class level + their Charisma modifier, unless otherwise noted. The spectral terror has an effective caster level equal to their class level for their passions. If the spectral terror gains a passion pool from another class, dread levels stack with the levels of that class to determine the total number of passion points in the combined pool. The spectral terror can spend a passion point for one of the following effects:

Feed on Fear (Su) – Whenever the spectral terror has at least 1 passion point remaining, they can take a swift action after reducing a frightened, panicked, or shaken creature to 0 or fewer hit points, the spectral terror gains 5 temporary hit points.

Horrifying Strike (Su) – Whenever the spectral terror has at least 1 passion point remaining and hits a creature with their ectoplasmic form's slam attacks or their corrupting touch, the creature becomes shaken for 1d4 rounds. If the spectral terror has the ghostly menace alternate racial trait, they increase the duration of this condition by 1 round instead of getting a free demoralize attempt. Multiple attacks against the same creature do not cause the creature to become frightened. A successful Will save negates this effect.

Terror (Su) – As a swift action, the spectral terror can use one known dread terror.

At every 2 additional levels above 2nd, the spectral terror gains either a dread terror or a new passion from the list available to the geist exemplar paragon class. The spectral terror has an effective level equal to their class level -3 for the purposes of meeting passion or terror prerequisites. This ability replaces terror.

Dream Mastery (Su): At 5th level, the spectral terror can gain a general sense of the nature of a dream just by looking at a dreaming creature or when in a dreamscape. While the spectral terror's vision is not detailed, they get a general impression of the dream's themes and the dreamer's current emotional state.

At 9th level, by spending 2 passion points the spectral terror can physically enter dreamscapes in the Dimension of Dreams and dwell within those dreams without disorientation or other debilitating effects. The spectral terror can also attempt impossible feats while physically present in a dreamscape.

At 13th level, by spending 2 passion points the spectral terror can teleport to a square adjacent to a creature that is shaken from the spectral terror's horrifying strike passion, or affected by the lingering fear or mindlock terror, similar to *greater teleport*. This teleportation only functions if the spectral terror and the creature are both in the Dimension of Dreams.

At 17th level, the spectral terror can cause wounds and conditions they inflict on lucid bodies to affect a creature's waking body as if it were physically present within a dreamscape. A successful Will save (DC 10 + $\frac{1}{2}$ the spectral terror's class level + their Cha modifier) negates this effect, and a creature that succeeds on the saving throw is immune to this effect for 24 hours. This ability replaces the spectral terror's bonus feats.

Intangible Nightmare: At 20th level, the spectral terror gains DR 10/psionic. When in an incorporeal form, the spectral terror is only disrupted when reduced to 0 or fewer hit points. The spectral terror can treat any creature that is shaken from the the spectral terror's horrifying strike passion, or affected by the lingering fear or mindlock terror, as a tether for all purposes.

Poltergeist (Kineticist Archetype)

While many geist learn to impose their will on the physical world in order to interact with objects, poltergeists truly master channeling their passion into tangible force. They manipulate physical objects and creatures with ease, and stubbornly maintain an incorporeal presence on the Material Plane in situations where other geist would be disrupted back to the Ethereal.



ARCHETYPE FEATURES

Psychokinetic Focus (Ex): The poltergeist must choose aether as their primary element. The poltergeist uses their Charisma modifier instead of their Constitution modifier to determine their damage with wild talents, the DCs of Constitution-based wild talents, the duration of wild talents with a Constitution-based duration, their bonus on concentration checks for wild talents, and the other Constitution-based effects of all their wild talents.

Ego Burn (Ex): A poltergeist's focus and force of personality diminishes when they overtax themselves. They take a -2 penalty on Charisma checks, Charisma-based skill checks, Fortitude saves, and Will saves against spells and effects that specifically target spirits (*call spirit*, *calm spirit*, *purge spirit*, etc.) for each point of burn they have accepted, rather than taking nonlethal damage from burn. They can accept an amount of burn equal to their Charisma modifier (rather than 3 + their Charisma modifier). Otherwise, their burn works just like a normal kineticist's. This ability modifies burn.

Tangible Fury (Su): At 2nd level, the poltergeist can channel their fury and rage to improve their kinetic abilities. They can be in this fury for a number of rounds per day equal to 6 + their Charisma modifier. For each level after 2nd they possess, the poltergeist can be in a fury for 2 additional rounds per day. Temporary increases to Charisma, such as that gained from *eagle's splendor*, do not increase the total number of rounds the poltergeist can be in a fury per day. The poltergeist can enter a fury as a free action. The total number of rounds of tangible fury is renewed after resting for 8 hours, although these hours do not need to be consecutive.

The poltergeist can manifest an incorporeal form as part of entering a fury. While in a fury, the poltergeist treats all objects within 30 feet as if they had the *ghost touch* or *spirit-imbued* quality, and takes no penalty on attack rolls or skill checks made with those objects (including all uses of the aetheric boost or telekinetic blast kinetic blasts). The poltergeist also gains a +1 bonus on Will saves to avoid being disrupted when in an incorporeal form, and increases the chance of their wild talents affecting corporeal targets by 5% when in an incorporeal form and in a fury. By accepting 1 point of burn, the poltergeist can increase the bonus on Will saves to avoid being disrupted by 1, and the chance to affect corporeal targets by an additional 5% until the next time their burn is removed. The increased chance of affecting corporeal targets granted by this wild talent stacks with the chance granted by aetheric overflow to a maximum of 100%.

When the poltergeist accepts burn while

using an aether wild talent, they regain 1 round of tangible fury.

The poltergeist can end a tangible fury as a free action, and is fatigued for 1 minute after a fury ends. The poltergeist can't enter a new fury while fatigued or exhausted, but can otherwise enter a fury multiple times per day. If the poltergeist falls unconscious, their fury immediately ends. This ability replaces elemental defense.

Aetheric Overflow (Ex): At 3rd level, the poltergeist gains the benefits of their elemental overflow class feature only when in an ectoplasmic or incorporeal form. Their bonus on attack rolls and damage rolls from elemental overflow only applies to aetheric boost and telekinetic blast kinetic blasts.

The poltergeist does not gain size bonuses or a chance to ignore critical hits or sneak attacks from elemental overflow. Starting at 6th level, whenever they have at least 3 points of burn, the poltergeist increases the chance of



their wild talents affecting corporeal targets by 5% when in an incorporeal form for each point of burn they have accepted. This ability modifies elemental overflow.

Elemental Passion (Su): At 7th level, whenever the poltergeist gains a utility wild talent, they can choose to gain a spirit passion of the geist exemplar paragon class as a utility wild talent instead. The passion wild talent has a burn cost equal to the passion's standard passion point cost. The poltergeist has an effective level equal to their class level for the purposes of meeting passion prerequisites, and the chosen passion must be one that requires the expenditure of passion points.

The poltergeist cannot take the expanded defense wild talent. This ability modifies expanded element.

Tether Affinity (Su): At 10th level, the poltergeist automatically reduces the burn cost of wild talents involving their tether by 1. For creature tethers, this includes any wild talent targeting or affecting that creature, including telekinetic blasts using the foe throw infusion. The poltergeist can also use self-only wild talents on a creature tether with a range of touch and a duration of concentration, to a maximum of the utility wild talent's normal duration.

For object tethers, this includes any wild talent targeting or affecting that object, including telekinetic blasts using the tether as a thrown object.

For location tethers, this includes any wild talent that both originates within the tether and whose effect is entirely within the tether. If the poltergeist uses a utility wild talent on themselves within a location tether and then leaves the tether's area while the wild talent is still in effect, they immediately incur the 1 point of burn.

Spirit passions gained as utility wild talents through the elemental passion ability cannot have their burn cost reduced below 1 by this ability. This ability replaces supercharge.

Eternal Fury (Su): At 20th level, the poltergeist is no longer fatigued at the end of their fury. When in an incorporeal form, the poltergeist is only disrupted when reduced to 0 or fewer hit points. The poltergeist also gains cloud as a bonus infusion, and can use cloud with aetheric boost and telekinetic blast kinetic blasts. If the poltergeist already has the cloud infusion, they can instead gain a bonus infusion of 7th level or lower. This ability replaces omnikinesis.

Beyonder (Occultist Archetype)

The beyonder is the spirit world's analog to living occultists who truck with spirits. Beyonders focus their abilities on interacting with corporeal creatures, becoming masters of possession.

ARCHETYPE FEATURES

Tethered Implements (Su): The beyonder treats their implements as tethers for all purposes, but bonds to those implements more thoroughly than the standard occultist. The beyonder only selects implements once every 30 days instead of each day. Beyonder implements are always objects that have personal significance. If the beyonder had levels in another class, they lose connection to any preexisting tethers upon first gaining a level in occultist. This ability modifies implements.

Possession (Su): At 8th level, by expending 2 points of mental focus (either generic focus or focus from any of their implements) while manifesting an incorporeal form, the beyonder can merge their body with that of a creature on the Material Plane, similar to *greater possession* but with a duration of 1 minute/level. A successful Will save (DC 10 + ½ the beyonder's class level + their Charisma modifier) negates this effect. Creatures with Hit Dice greater than the beyonder's class level are immune to this ability, and a creature that succeeds on its Will save is immune to further uses of this ability by the beyonder for 24 hours. This ability replaces magic circle and outside contact.

Extended Possession (Su): At 12th level, the beyonder can spend 1 extra point of mental focus when using possession to extend the duration to 1 hour/level. This ability replaces binding circles.

Reach from Beyond (Su): At 16th level, the beyonder can spend 1 extra point of mental focus to use possession while ethereal. This ability replaces fast circles.

Racial Feats

These feats may only be taken by creatures of the undead type with the incorporeal subtype.

ECTOPLASMIC PROWESS (SPIRIT)

Your ectoplasmic form is more powerful than most.

Prerequisite: geist

Benefit: You gain a spectral talent, as the geist exemplar class feature. Only talents with "ectoplasm" or "ectoplasmic" in their name can be taken with this feat. You must meet all other prerequisites of the spectral talent, treating your character level as your effective geist exemplar class level for this purpose.

Special: You can gain Ectoplasmic Prowess multiple times, gaining a spectral talent each time.

ETHEREAL PUISSANCE (SPIRIT)

Your might is increased against ethereal targets.

Prerequisite: ability to travel to, or native to, the Ethereal Plane

Benefit: You gain a +1 bonus on attack rolls and damage rolls against ethereal creatures.



EMOTIVE FORCE (SPIRIT)

You can more easily touch the Material Plane.

Prerequisite: geist

Benefit: Your chance of affecting corporeal targets with spell-like and supernatural abilities when in an incorporeal form increases by 10%.

EXTRA PASSION (SPIRIT)

You have a greater depth of passion to fuel your powers.

Prerequisite: spirit passion class feature, geist

Benefit: Your passion pool increases by 2.

Special: You can gain Extra Passion multiple times. Its effects stack.

IMPROVED INCORPOREAL ARMOR (SPIRIT)

Your manifested spirit is more difficult to target with attacks.

Prerequisite: incorporeal

Benefit: You increase your deflection bonus to AC by +1 while incorporeal.

Special: You can gain Improved Incorporeal Armor multiple times. Its effects stack.

INCORPOREAL ANCHOR (SPIRIT)

You may pass through thicker corporeal objects than most incorporeal creatures.

Prerequisite: incorporeal, character level 7th

Benefit: You must remain within your natural reach of a solid object's exterior while entering or passing through it.

Normal: Incorporeal creatures must remain adjacent to a solid object's exterior while entering or passing through it.

RESILIENT SPIRIT (SPIRIT)

You develop a stronger tie to the Material Plane than the average spirit.

Prerequisite: geist, character level 5th

Benefit: Gain the ghostly resilience class feature of the geist exemplar if you do not already have levels in a class that grants that class feature. Your effective class level equal to determine ghostly resilience's benefits is equal to your character level.



Paragon Classes

In most campaigns, the ideas of class and race are separate concepts. But, with racial paragon classes, the line between the two becomes blurred. Racial paragons are, as the name suggests, nearly ideal examples of the strengths and abilities of the character's race. Unlike members of other classes, however, racial paragons are more than merely

powerful individuals. They are strong in all the ways that their race is strong, while still vulnerable in the ways that their race is vulnerable. Beyond that, they possess powers and capabilities that supersede those of normal members of their race. Racial paragons rarely undergo the rigorous training or study that members of other classes commonly undertake between levels. Their experience, wisdom, and heroic abilities simply manifest in the form of superior innate racial abilities. Despite this strong association with race, racial paragons need not have specific views or special dedication to their race's beliefs or typical attitudes (although many do). Obviously, a character can only take levels in the racial paragon class associated with her race. Like the fighter, wizard, and other standard character classes, racial paragon classes have no prerequisites (other than being a member of the appropriate race). Levels in racial paragon classes are always considered to be advancing in a favored class.



Geist Exemplar Paragon Class

The exemplars of our kind are those geist who focus on developing their passions into potent abilities. They explore and refine talents to improve all aspects of their spirit nature, with some gaining power over lesser spirits, some mastering their ectoplasmic form to interact with the Material Plane, and some gaining classic powers of life-draining and horror-inducing undead.

Role: The role played by a geist exemplar in an adventuring party depends greatly on their choices of class abilities. All geist maintain the ability to be ethereal, a potent tool for spying and reconnaissance as well as providing the means to interact with ethereal challenges. Beyond that, individual geist exemplars can

Hit Die: d6

Class Skills

The geist exemplar's class skills are: Appraise (Int), Disguise (Cha), Fly (Dex), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (history) (Int), Knowledge (local) (Int), Knowledge (planes), Knowledge (religion) (Int), Perception (Wis), Sense Motive (Wis), Spellcraft (Int), Stealth (Dex)

Skill Ranks per Level: 4 + Int modifier.

Class Features

All of the following are class features of the geist exemplar.

Weapon and Armor Proficiency: The geist exemplar is proficient with all simple weapons. They are proficient with no armor or shields.

Corrupting Touch (Su) The geist exemplar's touch attack from phantom weaponry grows in power, dealing 1d6 points of damage plus the geist exemplar's Charisma

TABLE: GEIST EXEMPLAR

Level	BAB	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+0	+2	corrupting touch 1d6, psychic sensitivity, spirit passion
2nd	+1	+0	+0	+3	ghostly resilience, spectral talent
3rd	+2	+1	+1	+3	spirit passion
4th	+3	+1	+1	+4	manifestation mastery 1, spectral talent
5th	+3	+1	+1	+4	corrupting touch 2d6, spirit passion
6th	+4	+2	+2	+5	spectral talent
7th	+5	+2	+2	+5	spirit passion
8th	+6/+1	+2	+2	+6	manifestation mastery 2, spectral talent
9th	+6/+1	+3	+3	+6	corrupting touch 3d6, spirit passion
10th	+7/+2	+3	+3	+7	spectral talent
11th	+8/+3	+3	+3	+7	spirit passion
12th	+9/+4	+4	+4	+8	manifestation mastery 3, spectral talent
13th	+9/+4	+4	+4	+8	corrupting touch 4d6, spirit passion
14th	+10/+5	+4	+4	+9	spectral talent
15th	+11/+6/+1	+5	+5	+9	spirit passion
16th	+12/+7/+2	+5	+5	+10	manifestation mastery 4, spectral talent
17th	+12/+7/+2	+5	+5	+10	corrupting touch 5d6, spirit passion
18th	+13/+8/+3	+6	+6	+11	spectral talent
19th	+14/+9/+4	+6	+6	+11	spirit passion
20th	+15/+10/+5	+6	+6	+12	dread shade, manifestation mastery 5, spectral talent



modifier. For every 4 additional levels above 1st, the touch attack inflicts an additional 1d6 points of damage. In addition, the geist exemplar can damage corporeal creatures with its touch attack. This damage manifests in the form of physical wounds and aches from supernatural aging. A successful Fortitude save (DC 10 + ½ the geist exemplar's class level + their Charisma modifier) halves the damage. Creatures immune to magical aging are immune to this damage, but otherwise the damage bypasses all forms of damage reduction. When manifesting an ectoplasmic form, corrupting touch fully affects corporeal creatures.

Psychic Sensitivity (Su) The geist exemplar gains Psychic Sensitivity as a bonus feat. They can also automatically detect and identify the *ghost touch* ability, *spirit-imbued* ability, and psychic significance of any creature, location, or object within 30 feet of which they are aware.

Spirit Passions At 1st level, the geist exemplar gains a pool of passion points at the start of each day equal to three plus their class level. These points can be spent to use abilities known as spirit passions. A spirit passion is a supernatural ability, requires a standard action and spends 1 passion point, unless otherwise noted. Any saving throws allowed by a spirit passion have a DC of 10 + ½ the geist exemplar's class level + their Charisma modifier, unless otherwise noted. The geist exemplar has an effective caster level equal to their class level for their passions. The geist exemplar can spend a passion point for one of the following effects:

Corrupting Gaze (Su) – The geist exemplar can make a single gaze attack with a range of 30 feet that affects a target as if they had been hit by the geist exemplar's corrupting touch. Spectral talents marked with an asterisk (*) that add effects to corrupting touch do not apply to this gaze attack.

Horrifying Strike (Su) – Whenever the geist exemplar has at least 1 passion point remaining and hits a creature with their ectoplasmic form's slam attacks or their corrupting touch, the creature becomes shaken for 1d4 rounds. If the geist exemplar has the ghostly menace alternate racial trait, they increase the duration of this condition by 1 round instead of getting a free demoralize attempt. Multiple attacks against the same creature do not cause the creature to become frightened. A successful Will save negates this effect.

Resist Positive Energy (Su) – As an immediate action, the geist exemplar can gain a +4 bonus on a single Will save made against a positive energy effect, such as channeled energy or a *cure wounds* spell.

At every 2 additional levels above 1st, the geist exemplar gains a new passion from the following list. A passion can only be gained one time unless otherwise noted.



Aura of Despair (Su) – As a swift action, the geist exemplar can emit a 10-foot-radius aura of despair. Enemies within the aura take a -2 penalty on all saving throws. Ending the aura is a free action. The geist exemplar can spend 1 passion point at the start of each of their turns to maintain the aura. This is a mind-affecting fear effect.

Aura of Fury (Su) – As a swift action, the geist exemplar can emit a 20-foot-radius aura of fury. Creatures within the aura gain a +2 bonus on melee attack rolls but take a -2 penalty to AC. Unwilling creatures can make a Will save to negate this effect,







and a creature that succeeds on the saving throw is immune to this passion for 24 hours. Ending the aura is a free action. The geist exemplar can spend 1 passion point at the start of each of their turns to maintain the aura. This is a mind-affecting emotion effect.

Babble (Su) – The geist exemplar mutters maddeningly to themselves, creating a hypnotic effect. All sane creatures within 60 feet are fascinated for 1 round. Unwilling creatures can make a Will save to negate this effect, and a creature that succeeds on the saving throw is immune to this passion for 24 hours. The geist exemplar can spend 1 passion point at the start of each of their turns to maintain the effect. While a target is fascinated, the geist exemplar can approach it without breaking the effect, but an attack by the geist exemplar does end the effect. This is a sonic, mind-affecting compulsion effect.

Corrupting Slam (Su) – As a swift action, the geist exemplar can add their corrupting touch effect as extra damage to their slam attacks when in an ectoplasmic form for 1 round. This extra damage is not multiplied on a critical hit.

Death Knell (Sp) – The geist exemplar can cast *death knell* as a spell-like ability, and can choose to apply any gained enhancement bonus to Charisma instead of Strength. The geist exemplar must be at least 3rd level to gain this passion.

Deathsense (Su) – The geist exemplar gains sensitivity to the forces of entropy that acts as *deathwatch*.

Deathstare (Su) – By spending 1 additional passion point when activating *deathsense*, the geist exemplar can pinpoint the location of living and undead creatures within their *deathsense*, and ignores any miss chance for concealment against those creatures. The geist exemplar must be at least 11th level and have the *deathsense* passion to gain this passion.

Defending Aura (Su) – As a swift action, the geist exemplar can emit a 10-foot-radius aura that grants protection to nearby allies. Allies within the aura gain a +2 deflection bonus to AC and a +2 bonus to CMD and on all saving throws. Ending the aura is a free action. The geist exemplar can spend 1 passion point at the start of each of their turns to maintain the aura.

Despairing Shout (Su) – By spending 2 passion points, the geist exemplar can emit a shout that acts as *crushing despair*. The geist exemplar must have the aura of despair passion to gain this passion.

Devoted Servant (Su) – As an immediate action while ethereal or in an incorporeal form and an adjacent corporeal ally is attacked, the geist exemplar can briefly

manifest an ectoplasmic form for 1 round and become the target of the attack. The geist exemplar must have the defending aura passion to gain this passion.

Emotive Block (Sp) – The geist exemplar can cast *emotive block* as a spell-like ability. The geist exemplar must be at least 5th level to gain this passion.

Ethereal Ward (Su) – By spending 2 passion points as an action that requires 10 minutes, the geist exemplar can ward an area of one 10-foot cube per level around themselves that restricts access the Ethereal Plane. Creatures must make a Will save in order to enter the warded area on the Ethereal Plane, including geist in an incorporeal or ectoplasmic form and similar creatures attempting to enter the coexistent area on the Material Plane, and creatures attempting to cross from the Material Plane to the Ethereal Plane. A creature that fails this save cannot enter the area for the duration of the ward. The ward lasts for up 1 hour per level, until the geist exemplar leaves the warded area, or until a creature in the warded area takes a hostile action that targets or affects a creature outside the ward.

Frightful Presence (Su) – As a standard action, or as a free action as part of a charge, the geist exemplar can make all opponents within 30 feet shaken for 1 round/level. At 8th level and every four additional levels, the range of this ability increases by 30 feet (maximum 150 foot range at 20th level). A successful Will save negates this effect, and an opponent that succeeds on the saving throw is immune to this passion for 24 hours. This ability only affects opponents with Hit Dice less than the geist exemplar's class level. This ability is a mind-affecting fear effect. The geist exemplar must have the aura of fury passion to gain this passion.

Furious Wail (Su) – By spending 3 passion points, the geist exemplar can emit an angry wail that acts as *wail of the banshee*. The geist exemplar must be at least 17th level and have the frightful presence passion to gain this passion.

Hate-Filled Malice (Su) – As a move action, the geist exemplar can designate one creature within its line of sight as a hated target. The geist exemplar gains a +2 bonus on attack rolls against the hated target, and a bonus on damage rolls for both their corrupting touch and their ectoplasmic form's slam attacks equal to ½ their class level. The geist exemplar is so focused on this hated target that they take a -2 penalty on attack rolls on all other creatures. The geist exemplar can maintain these bonuses against only one target at a time, and these bonuses remain in effect until either the hated opponent is dead or is has been out of the geist exemplar's line of sight for at least 1 minute.





By spending 1 passion point as a swift action, the geist exemplar can also gain sneak attack +1d6 against their hated enemy. At 12th level, this increases to sneak attack +3d6, and at 18th level increases to +5d6. The geist exemplar must have the hateful aura passion to gain this passion.

Hateful Aura (Su) – As a swift action, the geist exemplar can emit a 10-foot-radius aura that inflicts pain upon the minds of those who dare damage them. Enemies within the aura that deal damage to the geist exemplar take an amount of damage equal to the geist exemplar's Charisma bonus. Ending the aura is a free action. The geist exemplar can spend 1 passion point as a free action at the start of each of their turns to maintain the aura. This is a mind-affecting pain effect.

Hypnotic Apparition (Su) – The geist exemplar can create a dancing, twisting pattern of ever-shifting lights in a 10-foot radius centered on themselves. Creatures viewing the pattern within 50 feet become fascinated. A successful Will save negates this effect, and an opponent that succeeds on the saving throw is immune to this passion for 24 hours. The pattern remains for as long as the geist exemplar concentrates. This is a mind-affecting effect.

Imbue Object (Su) – The geist exemplar can touch one unattended object to give it the *spirit-imbued* quality. The object retains this quality as long as the geist exemplar has at least 1 passion point remaining, or until the geist exemplar dismisses the effect. The geist exemplar can maintain a maximum number of *spirit-imbued* objects equal to half their class level (minimum 1).

At 8th level, the geist exemplar can also spend 1 passion point and touch one unattended weapon to give it the *ghost touch* quality for 1 hour. This weapon is otherwise treated as one of the geist exemplar's imbued objects.

Imbue Tether (Su) – By spending 2 passion points, the geist exemplar can touch one willing creature, unattended object or location to turn it into a temporary tether for 24 hours. This temporary tether follows all standard rules for a geist's tether. The geist exemplar must be at least 11th level and have the imbue object passion to gain this passion.

Improved Corrupting Gaze (Su) – The geist exemplar's corrupting gaze passion deals 1d4 points of Charisma damage in addition to its normal damage. A creature that successfully saves against the corrupting gaze negates this Charisma damage. The geist exemplar must be at least 7th level to gain this passion.

Increase Fear (Su) – As a swift action, the geist exemplar can emit a 20-foot-radius aura that amplifies the fear conditions of enemies within it by one step



(shaken becomes frightened, frightened becomes panicked, and panicked creatures cower). A successful Will save negates this effect, and an opponent that succeeds on the saving throw is immune to this passion for 24 hours. Ending the aura is a free action. The geist exemplar must spend 1 passion point at the start of each of their turns to maintain the aura. This is a mind-affecting fear effect.

Inescapable Despair (Su) – Whenever the geist exemplar has at least 1 passion point remaining and hits a creature with their ectoplasmic form's slam attacks, the creature takes a -2 penalty on attack and damage rolls for 1 round. This passion does not expend passion points. The geist exemplar must be at least 17th level and have the despairing shout passion to gain this passion.

Malevolence (Su) – By spending 2 passion points while manifesting an incorporeal form, the geist exemplar can merge their body with that of a creature on the Material Plane, similar to *greater possession* but with a duration of 1 minute/level. Creatures with Hit Dice greater than the geist exemplar's class level are immune to this passion, and a creature that succeeds on its Will save is immune to further uses of this passion by the geist exemplar for 24 hours. At 13th level, the geist exemplar can spend 1 extra passion point while using this passion to extend the duration to 1 hour/level. At 17th level, the geist exemplar can spend 1 extra passion point to use this passion while ethereal.

Mine to Take (Su) – By spending 3 passion points as an immediate action when a creature within 120 feet on the same plane is about to be targeted by an attack or effect, the geist exemplar can swap places with the creature as long as they are aware of the attack or effect. Unwilling creatures can make a Will save to negate this effect, and a creature that succeeds on the saving throw is immune to this passion for 24 hours. After the swap occurs, the geist exemplar is targeted by the attack or effect that triggered this ability. This is a teleportation effect. The geist exemplar must be at least 17th level and have the retribution passion to gain this passion.

Phantasmal Flair (Sp) – As the geist exemplar's power grows, they gain a small number of spell-like abilities. They select psychic spells from the psychic spell list and based on the table below, gaining one spell-like ability for each table entry up to their class level. They can spend 1 passion point to cast a selected spell as a spell-like ability. The action required is equal to the spell's casting time. These chosen spells are considered to be part of their spell list for the purposes of spell trigger and spell completion items. This passion can be taken multiple times, choosing new spells based on the table below each time.

Class Level	Spell Level	Uses Per Day
3rd	1st or lower	At will
7th	2nd or lower	4/day
11th	3rd or lower	3/day
13th	4th or lower	1/day

The geist exemplar must have a Charisma of at least 14 to take this passion.

Phasing (Su) – By spending 2 passion points as a swift action while in an ectoplasmic form, the geist exemplar can change into their incorporeal form. The geist exemplar returns to their ectoplasmic form at the end of their turn. The geist exemplar must be at least 9th level to gain this passion.

Resentful Aura (Su) – As a swift action, the geist exemplar can emit a 20-foot-radius aura that forces enemies within the aura who make an attack or cast a spell that does not include the geist exemplar in its effect to become staggered until the end of the enemy's next turn. A successful Will save negates this effect, and an opponent that succeeds on the saving throw is immune to this passion for 24 hours. Ending the aura is a free action. The geist exemplar can spend 1 passion point at the start of each of their turns to maintain the aura.

Retribution (Su) – Whenever the geist exemplar has at least 1 passion point remaining and a creature attacks it, until the end of the geist exemplar's next turn, any attack they make that hits that creature deals 1d8 extra points of damage. At 12th level, this increases to 2d8 extra points of damage. This extra damage is precision damage. The geist exemplar must have the resentful aura passion to gain this passion.

Shadow Walk (Sp) – By spending 3 passion points, the geist exemplar can cast *shadow walk* as a spell-like ability. The geist exemplar can only target themselves with this passion, and cannot bring other creatures along on their *shadow walk*. The geist exemplar must be at least 13th level to gain this passion.

Shared Hatred (Su) – By spending 2 additional passion points when designating a hated enemy, the geist exemplar's allies also gain a +2 bonus on attack rolls and a +4 bonus on damage rolls against that enemy. The geist exemplar must be at least 17th level and have the hate-filled malice passion to gain this passion.

Steadfast Devotion (Su) – By spending 3 passion points as an immediate action, the geist exemplar can become immune to mind-affecting effects for 1 round. The geist exemplar must be at least 17th level and have the devoted servant passion to gain this passion.





Telekinesis (Su) – The geist exemplar can project telekinetic force that acts as *telekinesis*. The geist exemplar must spend 1 passion point at the start of each turn they maintain concentration on sustained force or combat maneuver versions of *telekinesis*, and can only use the violent thrust version once every 1d4 rounds. The geist exemplar must be at least 7th level and have the tangible pathos alternate racial trait to gain this passion.

Telepathic Projection (Sp) – The geist exemplar can cast *telepathic projection* as a spell-like ability.

Wall of Ectoplasm (Sp) – By spending 2 passion points, the geist exemplar can cast *wall of ectoplasm* as a spell-like ability. The geist exemplar must be at least 9th level to gain this passion.

Ghostly Resilience (Ex) The geist exemplar adds $\frac{1}{2}$ their level to Will saves to avoid being disrupted when in an incorporeal form. The geist exemplar also gains a number of temporary hit points equal to their class level whenever they manifest an ectoplasmic form. These temporary hit points disappear when the geist is no longer in an ectoplasmic form.

At 10th level, the geist exemplar becomes immune to nonmagical attack forms while ethereal or manifesting an incorporeal form, as described in the incorporeal universal monster ability.

Spectral Talents At 2nd level and every 2 additional levels, the geist exemplar learns a special spectral talent. Each talent can only be chosen once unless otherwise noted. Talents marked with an asterisk (*) add effects to the geist exemplar's corrupting touch. Only one of these talents can be applied to an individual attack and the decision must be made before the attack roll is made. Spectral talents are chosen from the following:

Channel Resistance (Ex) – The geist exemplar's gains channel resistance +2. This talent can be taken once for every 6 class levels, increasing the channel resistance to +2 times the number of times this talent is taken. Channel resistance from this talent stacks with that gained from the geist exemplar's tether. The geist exemplar must be at least 6th level to take this talent.

Create Lesser Spawn (Su) – The geist exemplar creates servitor spirits when it drains the life force from a creature. A humanoid creature killed by the geist exemplar's energy drain, ability damage or ability drain becomes a lesser servitor spirit under the geist exemplar's control in 1d4 rounds. If the geist exemplar has the draining touch talent, any living creature that takes ability damage or drain equal to an ability score from that talent dies.

Lesser servitor spirits are treated as shadows (*Pathfinder Roleplaying Game Bestiary*) that cannot create spawn and whose incorporeal touch deals half the damage of the geist exemplar's corrupting touch. The geist exemplar can create and control spawn with a maximum number of Hit Dice equal to twice the geist exemplar's class level. This is an evil death effect. The geist exemplar must have the draining touch or energy drain talent and be at least 6th level to take this talent.

Create Spawn (Su) – The geist exemplar can create more powerful spawn. Whenever the geist exemplar would



create a lesser servitor spirit, they can instead create a greater servitor spirit. Greater servitor spirits have Hit Dice equal to that of the original humanoid (including class levels), to a maximum of the geist exemplar's class level -2. The greater servitor spirit's incorporeal touch deals the same damage as the geist exemplar's corrupting touch, and can include an additional effect of a spectral talent the geist exemplar has taken that adds effects to corrupting touch. This is an evil death effect. The geist exemplar must have the create lesser spawn talent and be at least 10th level to take this talent.

*Curse of the Grave** (Su) – Any damage dealt by the geist exemplar's corrupting touch does not heal naturally. Magical healing fails to heal the damage unless its caster succeeds on a caster level check (DC 11 + the geist exemplar's class level). This is a curse effect that can be broken with a *break enchantment* or *remove curse* spell (requiring a caster level check against the same DC). The geist exemplar must be at least 8th level to take this talent.

*Draining Touch** (Su) – The geist exemplar can replace the damage they deal with their corrupting touch with 1d4 points of ability damage to a single ability score. The geist exemplar gains 5 temporary hit points on a successful draining touch attack. At 12th level, the geist exemplar deals ability drain instead. The ability score affected is chosen when this talent is first taken and cannot be changed. The geist exemplar must be at least 6th level to take this talent.

Ectoplasmic Arsenal (Su) – The geist exemplar can form a masterwork weapon out of ectoplasm as a full-round action while manifesting an ectoplasmic form. Ranged weapons created this way automatically generate ectoplasmic ammunition as quickly as the geist exemplar would normally be able to reload the weapon. Ectoplasmic weapons last for as long as the geist exemplar holds them and for 1 minute afterwards. The ectoplasmic weapon is treated as phantom weaponry, and fully affects ethereal and incorporeal creatures. At 5th level and every 5 additional levels, the geist exemplar's ectoplasmic weapon gains a cumulative +1 enhancement bonus on attack rolls and damage rolls while the geist exemplar is wielding it.

Ectoplasmic Mastery (Su) – Once per day, the geist exemplar can manifest an ectoplasmic form as a full-round action. The geist exemplar must have at least four spectral talents with "ectoplasm" or "ectoplasmic" in their name and must be at least 12th level to take this talent.

Ectoplasmic Resilience (Ex) – The geist exemplar doubles the number of temporary hit points they gain when manifesting an ectoplasmic form.

Ectoplasmic Spellcasting (Ex) – The geist exemplar gains Ectoplasmic Spell as a bonus feat, and can spontaneously apply it to any spell they cast per the rules for spontaneous spellcasting. The geist exemplar can also apply the benefits of Ectoplasmic Spell to their spell-like abilities by similarly increasing the casting time.

*Energy Drain** (Su) – The geist exemplar gains the energy drain universal monster ability, inflicting one temporary negative level when they hit a creature with their corrupting touch. The geist exemplar gains 5 temporary hit points for each negative level inflicted. The geist exemplar must be at least 12th level to take this talent.

Ethereal Dominance (Su) – The geist exemplar adds half their class level (minimum 1) to Diplomacy and Intimidate skill checks against ethereal or incorporeal creatures, and can use the Intimidate skill to affect creatures normally immune to fear or mind-affecting effects. At 6th level, the geist exemplar increases the duration of the shaken condition by 1 round whenever they demoralize an ethereal or incorporeal opponent. In addition, if the target is shaken for 4 or more rounds, the geist exemplar can instead decide to make the target frightened for 1 round.

Extended Link (Su) – The geist exemplar can use their spirit passions on their tether at a range of up to 1 mile, and treats their tether as a creature to whom the geist exemplar has a body part for the purpose of any scrying or divination effect.

Hide in Plain Sight (Ex) – The geist exemplar can use the Stealth skill even while being observed. As long as they are within 10 feet of an area of dim light, the geist exemplar can hide themselves from view in the open without anything to actually hide behind. A geist exemplar cannot, however, hide in their own shadow (if manifesting an ectoplasmic form or otherwise inhabiting a corporeal body that would cast a shadow). The geist exemplar must have the shadow stealth spectral talent and be at least 10th level to take this talent.

Improved Corrupting Touch (Su) – The geist exemplar's corrupting touch deals an extra 1d6 points of damage. This talent can be taken once for every 4 class levels. The geist exemplar must be at least 4th level to take this talent.

Madness (Su) – Anyone targeting the geist exemplar with a thought detection, mental control, or telepathic effect makes direct contact with their tortured mind and takes 1d4 points of Wisdom damage. The geist exemplar must have the babble passion and be at least 6th level to take this talent.



In the Company of Spirits

Martial Ectoplasm (Ex) – The geist exemplar's ectoplasmic form becomes more powerful, increasing the damage of the ectoplasmic form's slam attacks by 1d6. This talent can be taken once for every 6 class levels. The geist exemplar must be at least 6th level to take this talent.

Paralyzing Touch* (Su) – The geist exemplar can paralyze living creatures with their corrupting touch for 1 round instead of dealing damage. A successful Fortitude save negates this effect, and a creature that succeeds on the saving throw is immune to this talent for 24 hours. The geist exemplar must be at least 16th level to take this talent.

Psychic Puissance (Su) – The geist exemplar increases the DC of all psychic spells and spell-like abilities they cast by +1.

Shadow Stealth (Ex) – The geist exemplar adds half their class level (minimum 1) to Stealth skill checks when in dim light.

Toughened Ectoplasm (Ex) – The geist exemplar gains a +2 natural armor bonus to AC while manifesting an ectoplasmic form. This talent can be taken once at 2nd level, and one additional time for every 4 class levels, increasing the natural armor bonus to +2 times the number of times this talent is taken.

Unseen Menace (Ex) – When the geist exemplar is using the Stealth skill, they can take a swift action to demoralize all creatures within 30 feet that are unaware of them. The geist exemplar must be at least 6th level to take this talent.

Witchflame* (Su) – Any creature damaged by the geist exemplar's corrupting touch becomes engulfed in sickly green flames for 10 minutes. A successful Will save negates this effect, and a creature that succeeds on the saving throw is immune to this talent for 24 hours. While these eerie flames deal no additional damage, the affected creature glows as per *faerie fire* and becomes sickened. While under the effects of the witchflame, the victim gains vulnerability to fire. This is a curse effect that can be broken with a *break enchantment* or *remove curse* spell (requiring a caster level check against the same DC). The geist exemplar must be at least 6th level to take this talent.

Manifestation Mastery (Ex) At 4th level, the geist exemplar reduces the amount of time they take to manifest an incorporeal form or return to the Ethereal Plane by 1 round, and reduces the amount of time they take to manifest an ectoplasmic form by 10 minutes. For every 4 additional levels, these times are respectively reduced by an additional 1 round or 10 minutes.

Dread Shade (Ex) At 20th level, the geist exemplar becomes difficult to disrupt or destroy. When in an incorporeal form, the geist exemplar is only disrupted when reduced to 0 or fewer hit points. When in an ectoplasmic form, the geist exemplar gains regeneration 5 that is suppressed by weapons with the *ghost touch* ability or when the geist exemplar is within the area of a *consecrate* spell. If the geist exemplar is destroyed, they reform 30 days later on the Ethereal Plane in or near their tether. This can only be prevented by rendering the geist exemplar tetherless before they reform.



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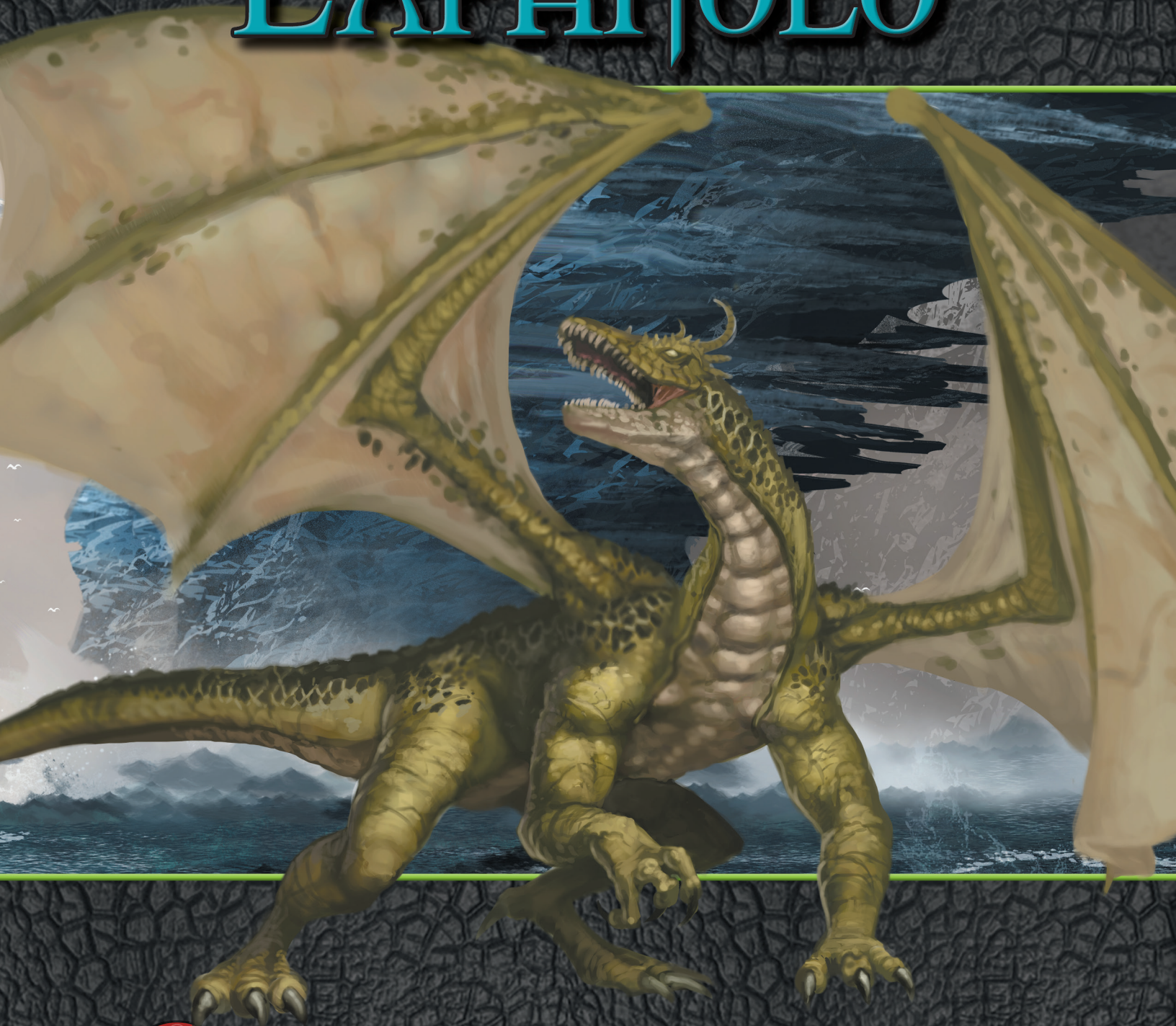
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