

FANTASTIC GALLERY

THE SENSITIVE

PATHFINDER ROLEPLAYING GAME EDITION



A ghostly prestige class for your
gothic horror fantasy game.

by *Ealon Dunning*



PATHFINDER®

ROLEPLAYING GAME COMPATIBLE

THE SENSITIVE

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Spoken of in frightened whispers, there are those with the power to sense and communicate with the restless dead. Some are people born with a curious second sight that gives them their unnatural ability. Others develop this sight only after surviving a particularly harrowing encounter with the undead or other supernatural creatures. Whatever the cause, these Sensitive are forced to live in a world surrounded by death and the cries of those in torment. As a result, Sensitive generally become reclusive and often emotionally guarded people. Some Sensitive view the sight as a curse. Others come to view their ability as a gift that must be used to help ease the suffering of tormented souls. Still others use their sight to aid in the destruction of evil undead or even to force information from the dead for use in their own twisted schemes. But whatever the application, the power and implications of their second sight cannot be denied.

Role: Sensitive deal almost exclusively with the undead and have specific abilities that allow them to sense, see, hear and affect incorporeal undead such as ghosts, wraiths and spectres. They are not particularly adept at physical combat, but can be a boon to any party who regularly deals with the restless dead.

Alignment: Sensitive can be of any alignment, although most who are driven to fight the restless dead are usually Good, while Evil Sensitive relish in the idea of controlling the dead. In either case, while the concept of imposing a sort of order on the Ethereal world might appeal to Lawful characters, the unpredictable nature of the Séance ability may give such characters pause. As Sensitive are often created from traumatic experiences, instead of by choice, many see the abilities they gain as a sort of curse and can be driven insane by the constant harassment of dead around them, meaning that some Lawful Sensitive may undergo an alignment shift to Chaotic after taking levels in this class.

Hit Die: d8

Requirements

To qualify to become a Sensitive, a character must fulfill the following criteria.

Skills: Diplomacy 4 ranks, Perception 6 ranks, Knowledge (religion) 4 ranks.

Feat: Alertness

Special: Must have had a traumatic encounter with an incorporeal undead, such as a ghost or spectre, serving as either the origin of their “second sight” or the revelation of it. (GM’s discretion as to the definition of “traumatic,” although level loss or being killed by the undead and then resurrected are good examples. More background-oriented events could include childhood hauntings or even events witnessed by the character’s mother while pregnant with the character.)

Class Skills

Bluff (Cha), Diplomacy (Cha), Heal (Wis), Knowledge (history) (Int), Knowledge (local) (Int), Knowledge (nobility) (Int), Knowledge (religion) (Int), Perception (Wis), Sense Motive (Wis), Stealth (Dex)

Skill Points Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the Sensitive prestige class.

Weapon and Armor

Proficiency: The

Sensitive gains no proficiency in any weapons or armor.

Resonance Empathy (Su): At 1st level the Sensitive gains the ability to sense the emotional resonance of an area that has been the site of a particularly emotional or traumatic event. Such locations may be the sight of a battle, a murder, a lovers’ tryst or a birth. To determine the emotional resonance of such a location, the Sensitive must be within 30 feet of the location in question and succeed at a Perception check. The DC of the Perception check depends on the severity of the impression as follows.



Table: Emotional Resonance

| Severity Level | Example | DC | Rate of Deterioration |
|----------------|---|----|-----------------------|
| 1 | Trivial emotional event: minor injury, conclusion of a contest; presence of ethereal creatures of 1 Hit-Die or less. | 35 | 4 hours |
| 2 | Minor emotional event: light injury, brief verbal conflict, startling event; presence of ethereal creatures of 5 Hit-Dice or less. | 25 | 12 hours |
| 3 | Moderate emotional event: moderate injury, strong hatred, sexual contact, frightening event; presence of ethereal creatures of 10 Hit-Dice or less. | 20 | 24 hours |
| 4 | Strong emotional event: heavy injury, fully engaged combat, accidental death, live birth, horrifying event; presence of ethereal creatures of 15 Hit-Dice or less. | 15 | 1 month |
| 5 | Major emotional event: severe injury or dismemberment, premeditated murder, torture or suffering, mass execution, mass combat, suicide, maddening event; presence of ethereal creatures of 20 Hit-Dice or less. | 10 | 1 year+ or Permanent |
| 6 | Divine emotional event: the direct presence or intervention of divine beings, death of a divine being, mass extinction; presence of ethereal creatures of more than 20 Hit-Dice. | 5 | Permanent |

Emotions fade after time, making them harder for the Sensitive to read. A -2 penalty is applied to the Sensitive's Perception check to read the area for each increment of time that has passed, as listed in the Rate of Deterioration column of the chart above.

This ability may only be used once in a given area per day and is a full-round action; otherwise it may be used at will.

The presence, severity and exact DC of a particular location's emotional resonance is determined by the GM. This ability may be active or passive.

Ghost Sight (Su): At 2nd level, the Sensitive gains the ability to see and hear into the Ethereal plane at will. As the majority

of ethereal creatures are ghosts and other forms of undead, most folklore considers this as the ability to communicate with the dead. This ability is always active but may be deactivated for 1d4 minutes with a successful DC 15 Will save. Many Sensitives are tormented by the constant whispers of the dead.

Raze The Dead (Su): When a Sensitive reaches 3rd level, she gains the supernatural ability to channel positive energy like a cleric, a number of times per day equal to 3 + her Charisma modifier. This particular positive energy only affects the undead and has no effect on the living.

In addition to creating a normal burst, as per the cleric ability, a Sensitive may choose to use one of her daily Raze The Dead uses to charge any object, such as a weapon, shield or armor, she touches with positive energy, temporarily imbuing it with the ghost touch special ability for 1 round per class level. An item so imbued does not gain any other bonus to hit or damage and does not count as a magic weapon if it is not already so.

A Sensitive uses her class level as her effective cleric level when channeling positive energy. This is a Charisma-based ability.

Deathsight (Su): At 4th level, Sensitives gain the supernatural ability to sense how close a person or creature is to death or even if they are still alive at all. This ability works as the *deathwatch* spell, except that the effect is continuous and need not be cast as a spell. The ability may be deactivated with a successful Will save DC 10, modified by her relationship to the target, as follows:

- Stranger (never met) or Sworn Enemy: +0
- Acquaintance (met less than 5 times): +1
- Close Acquaintance (met more than 5 times but encountered less than daily): +2
- Friend/Party-member (knows personally/encounters daily): +5
- Blood Relative: +10 (note that this modifier is applied

Table: The Sensitive

| Levels | Base Attack Bonus | Fort | Reflex | Will | Special |
|--------|-------------------|------|--------|------|------------------------|
| 1st | +0 | +0 | +0 | +1 | Resonance Empathy |
| 2nd | +1 | +0 | +0 | +1 | Ghost Sight |
| 3rd | +2 | +1 | +1 | +2 | Raze The Dead |
| 4th | +3 | +1 | +1 | +2 | Deathsight |
| 5th | +3 | +1 | +1 | +3 | <i>Speak With Dead</i> |
| 6th | +4 | +2 | +2 | +3 | Fearless |
| 7th | +5 | +2 | +2 | +4 | Séance |
| 8th | +6 | +2 | +2 | +4 | Warding Circle |
| 9th | +6 | +3 | +3 | +5 | Undaunted |
| 10th | +7 | +3 | +3 | +5 | Sealed Life |

even if the Sensitive is unaware that she is looking at a relative. Blood speaks to blood.)

The GM may apply additional modifiers as circumstances warrant. As a general rule, the more the Sensitive cares about a person, personally, the harder it is for her to ignore her Deathstight when looking at that person. Once the roll is made, the Deathstight ability ceases to work on that subject for 1 minute per class level.

Speak With Dead (Sp): 5th level, the Sensitive gains the ability to cast speak with dead as a spell-like ability three times per day. The save DC is 10 + class level + the Sensitive's Charisma modifier.

Fearless (Ex): At 6th level, the Sensitive gains a +4 morale bonus to all saves vs. fear and fear-effects induced by incorporeal undead and a +2 to saves vs. fear or fear effects from corporeal undead. This ability stacks with any bonuses from other sources, such as a paladin's Aura of Courage.

Séance (Su): At 7th level, the Sensitive becomes well enough attuned with the realms of the dead to attempt to call undead spirits to her to do her bidding. This ability works like the spell, *summon monster*, except that it can only summon ghosts and other incorporeal undead. To hold a séance, the Sensitive must expend one of her daily *Raze The Dead* uses (see *Raze The Dead*, above) and spend a full round invoking the spirit aloud to appear and do her bidding. Any type of ethereal undead may be summoned, although the HitDice of the creature that appears is limited by the Sensitive's character level + 2.

Specific spirits may be summoned only if the Sensitive knows and invokes its true name. Such spirits may make a Will save against the Sensitive's caster level (10 + class level + Charisma modifier) to resist the summons. If no specific name is invoked, then the séance will summon a random spirit of the type she specifies. If no type is specified, any incorporeal undead of the appropriate Hit Dice, may answer the summons (at GM's discretion).

Once successfully invoked, a spirit of the appropriate Hit Dice appears within 1 round. Unfortunately, unlike the creatures summoned by *summon monster*, spirits summoned by Séance do not always arrive under the Sensitive's control. To make this determination, the spirit must make a Will save against a DC equal to (10 + the Sensitive's class level + the Sensitive's Charisma modifier). Failure indicates that the spirit arrives under the control of the Sensitive for 1 round per class level. A successful save indicates that the spirit arrives under its own cognizance and may act as it pleases for as long as it wishes to remain. Generally, such spirits will be quite unhappy to have been summoned in this fashion and will usually attack the Sensitive and anyone else who happens to be there. Spirits under the control of the Sensitive act

as normal summoned creatures and will follow the Sensitive's commands or answer her questions to the best of its ability (provided it speaks the Sensitive's language). Note that specific, named spirits gain two saves against this ability, one to stave off the summoning entirely and, should that one fail, a second to fight off the Sensitive's control.

Once the duration of the séance has ended, the spirit, named or otherwise, vanishes, returning to the location in the Ethereal from whence it came. A spirit under the Sensitive's control may be dismissed as a free action.

Only one spirit may be controlled via the séance ability at a time, although multiple spirits may be summoned. Relinquishing control of a spirit automatically dismisses it. Note that Sensitive's are automatically immune to fear effects enacted by any spirits summoned by a séance and under their control, even if they are not yet immune to fear effects of incorporeal undead via the *Undaunted* ability (see *Undaunted*, below). A Sensitive must save versus fear effects from an uncontrolled spirit as normal.

Warding Circle (Sp): At 8th level, a Sensitive may ward an area so that no undead may enter, or leave it, as the Sensitive desires. This warding takes a full-round action to erect and works exactly like the spell, *magic circle against evil*, except it only affects undead of any type.

Undaunted (Ex): At 9th level, the Sensitive gains immunity to all saves vs. fear and fear-effects induced by incorporeal undead and an additional +4 to saves vs. fear or fear effects from corporeal undead. This ability stacks with any bonuses from other sources, such as a paladin's Aura of Courage.

Sealed Life (Su): At 10th level, the Sensitive becomes immune to the energy drain ability of the undead. In addition, the Sensitive can never be raised as undead or undead spawn if killed by an undead with the *Create Spawn* ability. Any other special attack by an undead or any level-draining effect from any other source still works as normal.



Sample Character: Madame Dumont

Madame Genevieve

Dumont

CR9

Female human wizard 6/Sensitive 4
LN Medium humanoid

Init +5; **Senses** Ghost Sight; Deathstight;
Perception +17

DEFENSES

AC 19, touch 15, flat-footed 10 (+4 *mage armor*, +2 *ring of protection*, +1 *Ioun Stone*, +1 Dodge, +1 Dex)

hp 48 (6d8+6/4d8+4)

Fort +8, **Ref** +8, **Will** +13

OFFENSE

Speed 30 ft.

Melee +1 dagger +8/+3 (1d4+2)

Special Attacks channel positive energy 5/day (2d6, DC14)
-affects undead only.

Arcane School Powers *Power over Undead* (Su) (Turn Undead 7/day; DC 15); *Grave Touch* (Sp) melee touch +7, *shaken* 3 rounds, 7/day

Typical Spells Prepared (CL 6th)

3rd—*dispel magic*, *halt undead* (N), *vampiric touch* (N), *lightning bolt*

2nd—*summon swarm*, *flaming sphere*, *command undead* (N), *false life* (N), *detect thoughts*

1st—*protection from evil*, *mage armor*, *ray of enfeeblement* (N), *magic-missile*, *unseen servant* **From ring of wizardry I**—*detect secret doors*, *floating disk*, *chill touch* (N)

0—*resistance*, *detect magic*, *disrupt undead* (N), *touch of fatigue* (N)

N Necromancy spell

TACTICS

During Combat Although she is not a terribly competent fighter, Madame Dumont does her best to protect herself using the standard array of offensive spells. For the most part, she is willing to stand back and take a supportive role to husband, Lord Jacob Dumont.

Morale Being an intelligent woman of high birth, Madame Dumont will flee if pressed, however, she is devoted to her husband, and would die to protect him.

STATISTICS

Str 12, **Dex** 13, **Con** 12, **Int** 18, **Wis** 14, **Cha** 14

Base Atk +6; **CMB** +7; **CMD** 18

Feats Alertness, Combat Casting, Eschew Materials, Improved Initiative, Spell Focus (necromancy), Spell Mastery

Skills Appraise +9, Bluff +10, Diplomacy +11, Heal +8, Intimidate +3, Knowledge (arcana) +15, Knowledge (history) +10, Knowledge (local) +10, Knowledge (nobility) +9, Knowledge (planes) +9, Knowledge (religion) +17, Profession (medium) +4, Sense Motive +14, Spellcraft +17, Stealth +6

Languages Common, draconic, elvish, ignan, dwarvish

Combat Gear *ring of protection* +2, *cloak of resistance* +4, *ring of wizardry I*, *wand of resist energy* (34 charges), *wand of summon monster I* (22 charges), *scroll of animate dead*, *loun stone* (*dusty rose prism*)

SPECIAL ABILITIES

Arcane Bond choker (amulet)

Arcane School Necromancy; Opposed Illusion and Transmutation

Resonance Empathy (Su) May make Perception check to “read” the emotional resonance of an area within 30 ft.

Ghost Sight (Su) May see into the Ethereal plane at will.

Raze The Dead (Su) Channel Positive Energy as 4th-level cleric, 5/day (2d6, DC 14; affects undead only). May also use Channeling to imbue item touched with *ghost touch* for 4 rounds.

Deathstight (Su) as *deathwatch* spell, except always active on anyone she sees.

HISTORY

Madame Genevive Dumont had a sad, traumatic childhood. She was the only daughter of an emotionally distant nobleman who spent more time at Court maintaining the favor of the local Count than with his family. Her mother, unable to bear the loneliness, fell into despair and, eventually, madness. Blaming Genevive for her husband’s absence, she tried to drown her 9-year-

old daughter in a lake on the family land. If it had not been for the intervention of the house staff, she would have surely succeeded. That night, while Genevive languished in a fevered coma, her mother hanged herself. When Genevive awoke, she felt that she now had an unnaturally strong connection to death and could feel the presence of the dead all around her, especially the ghost of her mother, who continued to haunt and torment her, blaming Genevive for her madness.

By her teens, she had begun to study the arcane arts, with a concentration in Necromancy as a way of dealing with her haunting. Although she had developed a dark, moody, withdrawn personality, she resisted the temptation to use her abilities for evil, fearing that she might slip into madness like her mother. Not long into her studies, her father announced her betrothal to a young local noble, Jacob Dumont, who was studying to become a paladin. While the young Squire was, at first, reluctant to wed such an emotionally gloomy girl, he soon won her affection, drawing her out of her shell a bit. After her husband’s graduation to full knighthood, the two began adventuring together and eventually grew very close.

After a few years making names for themselves, the couple settled down on her husband’s estate where he took up his father’s title and she, the title of Madame. Since giving birth to her third child, she has found her connection to the restless dead growing stronger to the point where it has become difficult to continue her magical studies. Still occasionally haunted by her mother’s mad spirit, Madame Dumont constantly fears that one day, she too may go mad and curse her children as her mother cursed her.

ROLEPLAYING

Madame Dumont is serious, dark and, although never violent, is prone to the occasional dramatic mood swing. She has attempted to keep her ability to commune with the dead a secret from her children, although they have witnessed her frequent conversations with people who aren’t there more than she would care to admit. She is stalwart in her devotion to her husband and family, and, although she carries herself with noble bearing, she often seems tired and on-edge from lack of sleep. She is generally kind but is capable of great and righteous wrath.

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Credits

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Graphics, Layout & Art Direction Talon Dunning
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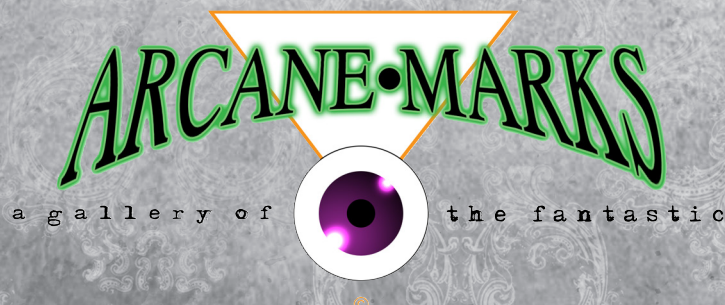
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