

# ERASMUS

## MALE HUMAN MEDIUM



### SKILLS

<b>STRENGTH</b>	d6	<input type="checkbox"/> +1	<input type="checkbox"/> +2	
<b>DEXTERITY</b>	d8	<input type="checkbox"/> +1	<input type="checkbox"/> +2	<input type="checkbox"/> +3
<b>CONSTITUTION</b>	d6	<input type="checkbox"/> +1	<input type="checkbox"/> +2	
<b>INTELLIGENCE</b>	d8	<input type="checkbox"/> +1	<input type="checkbox"/> +2	<input type="checkbox"/> +3
<b>WISDOM</b>	d6	<input type="checkbox"/> +1	<input type="checkbox"/> +2	
PERCEPTION: WISDOM	+3			
<b>CHARISMA</b>	d8	<input type="checkbox"/> +1	<input type="checkbox"/> +2	<input type="checkbox"/> +3
ARCANE: CHARISMA	+1			

### POWERS

<b>HAND SIZE</b>	5	<input type="checkbox"/> 6		
<b>PROFICIENT WITH</b>	Light Armor		Weapons	
On your check, after the roll, you may bury a card to add or subtract 1d4 ( <input type="checkbox"/> +1) from the result.				
At the start of any turn, you may choose a card type and recharge every card of that type; add ( <input type="checkbox"/> 1 plus) the number of cards recharged to your checks until the end of the turn.				
<input type="checkbox"/> Add 1d4 to another character at your location's checks that use any skill marked on the cohort Spirit Relatives.				

### CARD LIST

### FAVORED CARD TYPE: YOUR CHOICE

<b>WEAPON</b>	2	<input type="checkbox"/> 3	<input type="checkbox"/> 4	<input type="checkbox"/> 5
<b>SPELL</b>	3	<input type="checkbox"/> 4	<input type="checkbox"/> 5	<input type="checkbox"/> 6
<b>ARMOR</b>	1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/> 4
<b>ITEM</b>	3	<input type="checkbox"/> 4	<input type="checkbox"/> 5	<input type="checkbox"/> 6
<b>ALLY</b>	1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/> 4
<b>BLESSING</b>	5	<input type="checkbox"/> 6	<input type="checkbox"/> 7	<input type="checkbox"/> 8

### COHORT: SPIRIT RELATIVES

This carefree aristocrat soon learned of cares as his relatives began dying mysteriously: his uncle Balsamo killed by a spirit he summoned, his elder sister Nissa slain in a pointless duel, his younger sister Veldira choked on porridge, his brother Baylock hanged in a dark alley. All was dire, and then Erasmus began to hear their voices in his head. His remaining brother Vinn committed Erasmus to an asylum, and only possession by Nissa's spirit broke him out. Free, the highly versatile harrow reader struggles to master the spiritis deep in his brain.

### Occult Adventures Character Deck 2

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## ROLES

You may choose one of these roles after completing Adventure 3.

### ERASMUS (SPIRIT DANCER)

Left to their own devices, spirits will lash about, uncoordinated. But they will obey a maestro.

### POWERS

<b>HAND SIZE</b>	5	<input type="checkbox"/> 6	<input type="checkbox"/> 7	<input type="checkbox"/> 8	<input type="checkbox"/> 9
<b>PROFICIENT WITH</b>	Light Armor		Weapons		
On your check, after the roll, you may bury a card to add or subtract 1d4 ( <input type="checkbox"/> +1) from the result.					
At the start of any turn, you may choose a card type and recharge every card of that type; add ( <input type="checkbox"/> 1 plus) ( <input type="checkbox"/> 2 plus) the number of cards recharged to your checks until the end of the turn.					
<input type="checkbox"/> Add 1d4 to another character at your location's checks that use any skill marked on the cohort Spirit Relatives.					
<input type="checkbox"/> You may bury ( <input type="checkbox"/> or discard) a card to move a marker on the cohort Spirit Relatives ( <input type="checkbox"/> and you may put a second marker on it until the end of the turn).					
<input type="checkbox"/> Once each turn, when you examine 1 or more cards from a character deck or location deck, you may examine the top card of another deck of that type.					

### ERASMUS (STORYTELLER)

Our legends are but ghosts of our lives

### POWERS

<b>HAND SIZE</b>	5	<input type="checkbox"/> 6	<input type="checkbox"/> 7	<input type="checkbox"/> 8
<b>PROFICIENT WITH</b>	Light Armor		Weapons	
On your check, after the roll, you may bury ( <input type="checkbox"/> or discard) a card to add or subtract 1d4 ( <input type="checkbox"/> +1) from the result.				
At the start of any turn, you may choose a card type and recharge every card of that type; add ( <input type="checkbox"/> 1 plus) the number of cards recharged to your checks until the end of the turn. ( <input type="checkbox"/> Then each character at your location may examine the top card of his deck; if it is of the chosen type, he may draw it.)				
<input type="checkbox"/> Add 1d4 ( <input type="checkbox"/> +1) to another character at your location's checks that use any skill marked on the cohort Spirit Relatives.				
<input type="checkbox"/> You may bury a card to move a marker on the cohort Spirit Relatives ( <input type="checkbox"/> or to put a second marker on it).				
<input type="checkbox"/> At the start of your turn, you may exchange a card in your hand with a card of the same type in your discard pile.				

# MAVARO

## MALE HUMAN OCCULTIST



## ROLES

You may choose one of these roles after completing Adventure 3.

### SKILLS

<b>STRENGTH</b>	d6	<input type="checkbox"/> +1	<input type="checkbox"/> +2	
<b>DEXTERITY</b>	d6	<input type="checkbox"/> +1	<input type="checkbox"/> +2	
<b>CONSTITUTION</b>	d8	<input type="checkbox"/> +1	<input type="checkbox"/> +2	<input type="checkbox"/> +3
<b>INTELLIGENCE</b>	d8	<input type="checkbox"/> +1	<input type="checkbox"/> +2	<input type="checkbox"/> +3
KNOWLEDGE: INTELLIGENCE +1				
<b>WISDOM</b>	d8	<input type="checkbox"/> +1	<input type="checkbox"/> +2	<input type="checkbox"/> +3
PERCEPTION: WISDOM +2				
<b>CHARISMA</b>	d6	<input type="checkbox"/> +1	<input type="checkbox"/> +2	

### POWERS

<b>HAND SIZE</b>	6	<input type="checkbox"/> 7	
<b>PROFICIENT WITH</b>	Light Armor	<input type="checkbox"/> Heavy Armor	Weapons
Play with the top card of your deck faceup. You gain all skills that could be used to acquire that card equal to your Knowledge skill. ( <input type="checkbox"/> You may also add any of the card's traits to your checks.)			
You may discard ( <input type="checkbox"/> or recharge) a card to search your deck for a card and set it aside; shuffle your deck, then put that card on top.			

### CARD LIST

### FAVORED CARD TYPE: YOUR CHOICE

<b>WEAPON</b>	2	<input type="checkbox"/> 3		
<b>SPELL</b>	3	<input type="checkbox"/> 4	<input type="checkbox"/> 5	<input type="checkbox"/> 6
<b>ARMOR</b>	1	<input type="checkbox"/> 2		
<b>ITEM</b>	5	<input type="checkbox"/> 6	<input type="checkbox"/> 7	<input type="checkbox"/> 8
<b>ALLY</b>	1	<input type="checkbox"/> 2		
<b>BLESSING</b>	3	<input type="checkbox"/> 4		
When building your deck, you may treat 1 or more cards of 1 type of boons as boons of your favored card type.				

Mavaro's earliest childhood memories are of the silent seclusion in the library of a Pharasmin convent deep in the Mindspin Mountains. However, his wanderlust led him to steal the abbey's treasures, releasing an ancient evil called the Thorn Priest that devoured the faithful. The dying prioress bid him to open his mind, and he gained the power to channel his thoughts into the items he held. He continues to watch for the Thorn Priest, who has stalked him since that day.

### Occult Adventures Character Deck 2

## MAVARO (GHOST HUNTER)

To hunt evil, you must know evil.

### POWERS

<b>HAND SIZE</b>	6	<input type="checkbox"/> 7	<input type="checkbox"/> 8
<b>PROFICIENT WITH</b>	Light Armor	<input type="checkbox"/> Heavy Armor	Weapons
Play with the top card of your deck faceup. You gain all skills that could be used to acquire that card equal to your Knowledge skill. ( <input type="checkbox"/> You may also add any of the card's traits to your checks.)			
You may discard ( <input type="checkbox"/> or recharge) a card to search your deck for a card and set it aside; shuffle your deck, then put that card on top.			
<input type="checkbox"/> On you check against a bane that has the Outsider or Undead trait, add 1d6 ( <input type="checkbox"/> 2d6).			
<input type="checkbox"/> When you would recharge or discard the weapon The Missing Eye, you may reveal it instead.			
<input type="checkbox"/> When you play the weapon The Missing Eye on your combat check, you may add 1d6 ( <input type="checkbox"/> 2d6); if you do, you are dealt 1 Mental damage that may not be reduced.			
<input type="checkbox"/> When you defeat a monster ( <input type="checkbox"/> or acquire a blessing), you may recharge a random card that has the Sign trait from your discard pile or banish a card that has the Curse or Haunt trait displayed next to a character's deck.			

## MAVARO (HOARDER)

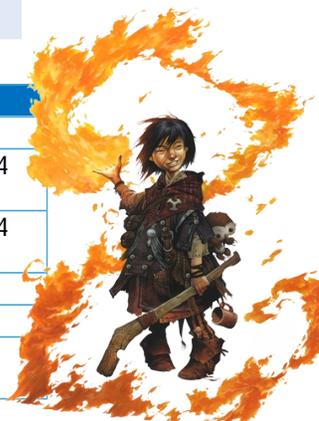
There is but one truth in this world: You will never have enough bookshelves.

### POWERS

<b>HAND SIZE</b>	6	<input type="checkbox"/> 7	<input type="checkbox"/> 8	<input type="checkbox"/> 9
<b>PROFICIENT WITH</b>	Light Armor	<input type="checkbox"/> Heavy Armor	Weapons	
Play with the top card of your deck faceup. You gain all skills that could be used to acquire that card equal to your Knowledge skill. ( <input type="checkbox"/> You may also add any of the card's traits to your checks.) ( <input type="checkbox"/> If it is of your favoured card type, add 1d6 to your checks using those skills.)				
You may discard ( <input type="checkbox"/> or recharge) a card to search your deck for a card and set it aside; shuffle your deck, then put that card on top. ( <input type="checkbox"/> If it is of your favored card type, you may discard any number of cards of that type, then recharge that many random cards from your discard pile.)				
<input type="checkbox"/> When you acquire a card of your favored card type, draw another card of that type from the box; keep 1 and banish the other ( <input type="checkbox"/> or keep both).				
<input type="checkbox"/> When you discard a card of your favoured card type as damage, you may draw a card ( <input type="checkbox"/> or shuffle a random card from your discard pile into your deck).				

# YOON

## FEMALE HUMAN KINETICIST



### SKILLS

<b>STRENGTH</b>	d4	<input type="checkbox"/> +1	<input type="checkbox"/> +2		
<b>DEXTERITY</b>	d10	<input type="checkbox"/> +1	<input type="checkbox"/> +2	<input type="checkbox"/> +3	<input type="checkbox"/> +4
ACROBATICS: DEXTERITY +2					
<b>CONSTITUTION</b>	d10	<input type="checkbox"/> +1	<input type="checkbox"/> +2	<input type="checkbox"/> +3	<input type="checkbox"/> +4
FORTITUDE: CONSTITUTION +2					
<b>INTELLIGENCE</b>	d6	<input type="checkbox"/> +1			
<b>WISDOM</b>	d4	<input type="checkbox"/> +1			
<b>CHARISMA</b>	d8	<input type="checkbox"/> +1	<input type="checkbox"/> +2	<input type="checkbox"/> +3	
ARCANE: CHARISMA +0					

### POWERS

<b>HAND SIZE</b>	5	<input type="checkbox"/> 6
<b>PROFICIENT WITH</b>	Light Armor	
For your combat check, reveal a spell ( <input type="checkbox"/> or a blessing) or use your Fortitude skill + 1d8 and add Attack, Fire and Magic traits; you may additionally discard that card to add another 1d6 ( <input type="checkbox"/> plus the discarded card's adventure deck number).		
You may discard the top card of your deck to add 1d4 and the Fire trait to a combat check by a character at your location. If it is a blessing ( <input type="checkbox"/> or a spell), add another 1d4.		
When you reset your hand, after your draw cards, you may set aside an equal number of random cards from your discard pile, bury 1, and shuffle the rest into your deck.		

### CARD LIST

### FAVORED CARD TYPE: SPELL

<b>WEAPON</b>	1	<input type="checkbox"/> 2		
<b>SPELL</b>	4	<input type="checkbox"/> 5	<input type="checkbox"/> 6	
<b>ARMOR</b>	-	<input type="checkbox"/> 1		
<b>ITEM</b>	3	<input type="checkbox"/> 4	<input type="checkbox"/> 5	
<b>ALLY</b>	2	<input type="checkbox"/> 3		
<b>BLESSING</b>	5	<input type="checkbox"/> 6	<input type="checkbox"/> 7	<input type="checkbox"/> 8

Yoon always loved fire - the warmth, the color, the brilliant blaze. With her mother missing and her father murdered, Yoon has only one reliable family member: her stuffed owl beast Gom-Gom. She and Gom-Gom travel the alleyways of Minkai and beyond, living out adventures few children ever see. Life isn't always easy for a street urchin and her owl beast. Yoon is now an expert in avoiding trouble by causing more of it; when things go south, things catch on fire.

### Occult Adventures Character Deck 2



## ROLES

You may choose one of these roles after completing Adventure 3.

### YOON (ELEMENTAL ANNIHILATOR)

Then boom, it's gone.

#### POWERS

<b>HAND SIZE</b>	5	<input type="checkbox"/> 6	<input type="checkbox"/> 7
<b>PROFICIENT WITH</b>	Light Armor		
For your combat check, reveal a spell ( <input type="checkbox"/> or a blessing) or use your Fortitude skill + 1d8 ( <input type="checkbox"/> 1d12) ( <input type="checkbox"/> 2d8) and add Attack, Fire and Magic traits; you may additionally discard that card to add another 1d6 ( <input type="checkbox"/> plus the discarded card's adventure deck number).			
You may discard the top card of your deck to add 1d4 ( <input type="checkbox"/> 1d6) and the Fire trait to a combat check by a character at your location. If it is a blessing ( <input type="checkbox"/> or a spell), add another 1d4. ( <input type="checkbox"/> After the roll, you may additionally banish the card to reroll the dice; take the new result.)			
When you reset your hand, after your draw cards, you may set aside an equal number of random cards from your discard pile, bury 1, and shuffle the rest into your deck.			
<input type="checkbox"/> You may ignore a bane's immunity to the Fire trait.			
<input type="checkbox"/> On any check to defeat a barrier by a character at your location, after the roll, you may add 1d10 ( <input type="checkbox"/> 2d6). After the check, each character at your location is dealt 1d4 Fire damage.			

### YOON (HERALD OF GOM-GOM)

So cute, you could just die.

#### POWERS

<b>HAND SIZE</b>	5	<input type="checkbox"/> 6
<b>PROFICIENT WITH</b>	Light Armor	
For your combat check, reveal a spell ( <input type="checkbox"/> or a blessing) or use your Fortitude skill + 1d8 and add Attack, Fire and Magic traits; you may additionally discard that card to add another 1d6 ( <input type="checkbox"/> plus the discarded card's adventure deck number).		
You may discard the top card of your deck to add 1d4 and the Fire trait to a combat check by a character at your location. If it is a blessing ( <input type="checkbox"/> or a spell), ( <input type="checkbox"/> you may recharge the card instead, and) add another 1d4 ( <input type="checkbox"/> 1d6).		
When you reset your hand, after your draw cards, you may set aside an equal number of random cards from your discard pile, bury 1 ( <input type="checkbox"/> or bury 1 from your hand), and shuffle the rest into your deck.		
<input type="checkbox"/> Reduce Fire ( <input type="checkbox"/> or Cold) damage dealt to any character at your location 2.		
<input type="checkbox"/> You may reveal the item Gom-Gom to gain the skill Diplomacy: Charisma +4 until the end of the turn.		
<input type="checkbox"/> When another character encounters a bane, you may move ( <input type="checkbox"/> and any characters at your location may move with you).		