

ESTRA

FEMALE HUMAN SPIRITUALIST



SKILLS

STRENGTH	d4	<input type="checkbox"/> +1			
DEXTERITY	d4	<input type="checkbox"/> +1	<input type="checkbox"/> +2		
CONSTITUTION	d6	<input type="checkbox"/> +1	<input type="checkbox"/> +2		
INTELLIGENCE	d8	<input type="checkbox"/> +1	<input type="checkbox"/> +2	<input type="checkbox"/> +3	
KNOWLEDGE: INTELLIGENCE	+1				
WISDOM	d10	<input type="checkbox"/> +1	<input type="checkbox"/> +2	<input type="checkbox"/> +3	<input type="checkbox"/> +4
DIVINE: WISDOM	+2				
PERCEPTION: WISDOM	+2				
CHARISMA	d10	<input type="checkbox"/> +1	<input type="checkbox"/> +2	<input type="checkbox"/> +3	

POWERS

HAND SIZE	5	<input type="checkbox"/> 6
PROFICIENT WITH	Light Armor	
At the end of your move step, you may examine the top card of your location deck. You may bury (<input type="checkbox"/> or discard) a card to encounter the card; during this encounter, add 1d6 (<input type="checkbox"/> +1) to your Strength, Dexterity and Constitution checks.		
When you succeed at a combat check, you may draw a card.		
<input type="checkbox"/> When the ally Honaire would be shuffled into your deck, you may set it aside and, after shuffling, put it on top of your deck.		

CARD LIST

FAVORED CARD TYPE: LOOT ALLY HONAIRE

WEAPON	1	<input type="checkbox"/> 2		
SPELL	5	<input type="checkbox"/> 6	<input type="checkbox"/> 7	<input type="checkbox"/> 8
ARMOR	1	<input type="checkbox"/> 2		
ITEM	2	<input type="checkbox"/> 3		
ALLY	3	<input type="checkbox"/> 4	<input type="checkbox"/> 5	
BLESSING	3	<input type="checkbox"/> 4	<input type="checkbox"/> 5	
When building your deck, include the loot ally Honaire as 1 of your allies.				

Estra spent her youth in Isger plying the trade of a charlatan medium. Her seances were among the best, ignoring the minor detail that they were woven of lies. That changed when she met a knight named Honaire. For a time they lived an honest life, until he perished under the claws of a dragon. When she returned to the sideshow her seances became real, summoning Honaire's spirit. Now Estra atones for her wrongs by contacting the dead on their loved ones' behalf.

Occult Adventures Character Deck 1



ROLES

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

ESTRA (SPIRITUAL COUNSELOR)

Phantoms are but remnants, their souls are long gone, but they still have troubles.

POWERS

HAND SIZE	5	<input type="checkbox"/> 6	<input type="checkbox"/> 7
PROFICIENT WITH	Light Armor		
At the end of your move step, you may examine the top card of your location deck. (<input type="checkbox"/> If the card has a power that happens when examined, you may instead shuffle a card into your deck to ignore the power.) You may bury (<input type="checkbox"/> or discard) a card to encounter the card; during this encounter, add 1d6 (<input type="checkbox"/> +1) to your Strength, Dexterity and Constitution checks.			
When you succeed at a combat check (<input type="checkbox"/> or Charisma), you may draw a card (<input type="checkbox"/> or shuffle a random card from your discard pile into your deck).			
<input type="checkbox"/> When the ally Honaire would be shuffled into your deck, you may set it aside and, after shuffling, put it on top of your deck.			
<input type="checkbox"/> At the start of your turn, you may exchange an ally (<input type="checkbox"/> or a blessing) in your hand with an ally in your discard pile.			
<input type="checkbox"/> Gain the skill Diplomacy: Charisma +3.			
<input type="checkbox"/> Instead of the first exploration of your turn, each character at your location may shuffle a random ally from his discard pile into his deck.			

NAME (TETHERER)

No tie that can't bind, no cord that can't hold fast.

POWERS

HAND SIZE	5	<input type="checkbox"/> 6	<input type="checkbox"/> 7	<input type="checkbox"/> 8
PROFICIENT WITH	Light Armor			
At the end of your move step, you may examine the top (<input type="checkbox"/> or bottom) card of your location deck. You may bury (<input type="checkbox"/> or discard) a card to encounter the card; during this encounter, add 1d6 (<input type="checkbox"/> +1) (<input type="checkbox"/> +2) (<input type="checkbox"/> +3) to your Strength, Dexterity and Constitution checks.				
When you succeed at a combat check, you may draw a card.				
<input type="checkbox"/> When the ally Honaire would be shuffled into your deck, you may set it aside and, after shuffling, put it on top of your deck.				
<input type="checkbox"/> At the end of your turn, if the ally Honaire is in your discard pile, shuffle him into your deck.				
<input type="checkbox"/> You may reveal the ally Honaire to reduce all damage dealt to you by 2 (<input type="checkbox"/> or discard him to reduce all damage dealt to a character at your location by 5).				

MELIGASTER

MALE HALFLING MESMERIST



SKILLS

STRENGTH	d4	<input type="checkbox"/> +1		
DEXTERITY	d8	<input type="checkbox"/> +1	<input type="checkbox"/> +2	<input type="checkbox"/> +3
CONSTITUTION	d6	<input type="checkbox"/> +1	<input type="checkbox"/> +2	
INTELLIGENCE	d8	<input type="checkbox"/> +1	<input type="checkbox"/> +2	<input type="checkbox"/> +3
PERCEPTION: INTELLIGENCE +2				
WISDOM	d4	<input type="checkbox"/> +1	<input type="checkbox"/> +2	
CHARISMA	d12	<input type="checkbox"/> +1	<input type="checkbox"/> +2	<input type="checkbox"/> +3 <input type="checkbox"/> +4
ARCANE: CHARISMA +1				
DIPLOMACY: CHARISMA +2				

POWERS

HAND SIZE	5	<input type="checkbox"/> 6
PROFICIENT WITH	Light Armor	
For your combat check, you may discard a card to use your Arcane Skill +1d4 (<input type="checkbox"/> 2d4) plus the card's adventure deck number and add the Attack, Magic and Mental traits. This counts as playing a spell.		
On your first check on any turn to acquire an ally, add 2; you may instead do this if that check is to defeat a monster. (<input type="checkbox"/> If you defeat the monster and would banish it, you may draw it.)		
On your check to defeat or acquire, you may reveal an ally or monster to add 1d4 (<input type="checkbox"/> +1). If you fail the check, recharge the revealed card.		

CARD LIST

FAVORED CARD TYPE: ALLY

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

Little about Meligaster's immaculate appearance reveals his upbringing as a common slave in the sliphouses of Cheliox. In the squalid conditions, Meligaster had few friends, but he quickly evinced a power to dominate the halfling slaves around him. When his half-brother Lem came calling to look after their mother, Meligaster ordered him to leave - which he did, with their mother and the freed slaves in tow. Raging for revenge, Meligaster has set out to command those of weaker will.

Occult Adventures Character Deck 1

This character sheet uses trademarks and/or copyrights owned by Paizo Inc., which are used under Paizo's Community Use Policy. We are expressly prohibited from charging you to use or access this content. This character sheet is not published, endorsed, or specifically approved by Paizo Inc. For more information about Paizo's Community Use Policy, please visit paizo.com/communityuse. For more information about Paizo Inc. and Paizo products, please visit paizo.com.



ROLES

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

MELIGASTER (CONSUMMATE LIAR)

You spread more lies with honey than you do with vinegar.

POWERS

HAND SIZE	5	<input type="checkbox"/> 6	<input type="checkbox"/> 7	<input type="checkbox"/> 8
PROFICIENT WITH	Light Armor			
For your combat check, you may discard a card to use your Arcane Skill +1d4 (<input type="checkbox"/> 2d4) plus the card's adventure deck number and add the Attack, Magic and Mental traits. This counts as playing a spell.				
On your first check on any turn to acquire an ally, add 2; you may instead do this if that check is to defeat a monster. (<input type="checkbox"/> If you defeat the monster and would banish it, you may draw it.)				
On your check to defeat or acquire, you may reveal an ally or monster to add 1d4 (<input type="checkbox"/> +1) (<input type="checkbox"/> +2). If you fail the check, recharge the revealed card.				
<input type="checkbox"/> When you fail a check to defeat a non-villain monster, you may bury (<input type="checkbox"/> or discard) a card to reduce all damage dealt to you by the bane to 0. (<input type="checkbox"/> If the bane is undefeated, you may put it on top of its location deck.)				
<input type="checkbox"/> When a character would give you a card, she may give you any number of cards. (<input type="checkbox"/> Then you may give her an ally from your hand or discard pile.)				

MELIGASTER (EGOTIST)

For a truly towering ego, first the head must be magnificent, then the hat to match.

POWERS

HAND SIZE	5	<input type="checkbox"/> 6	<input type="checkbox"/> 7
PROFICIENT WITH	Light Armor		
For your combat check, you may discard a card to use your Arcane Skill +1d4 (<input type="checkbox"/> 2d4) (<input type="checkbox"/> 2d8) plus the card's adventure deck number and add the Attack, Magic and (<input type="checkbox"/> Force or Mental traits. This counts as playing a spell.			
On your first (<input type="checkbox"/> or any) check on any turn to acquire an ally, add 2; you may instead do this if that check is to defeat a monster. (<input type="checkbox"/> If you defeat the monster and would banish it, you may draw it.) (<input type="checkbox"/> If you do not draw the monster, you may explore your location.)			
On your check to defeat or acquire, you may reveal an ally or monster to add 1d4 (<input type="checkbox"/> +1). If you fail the check, recharge the revealed card.			
<input type="checkbox"/> When you would recharge, discard, or bury an ally from your hand for its power, you may banish it instead, then recharge an ally from the box.			
<input type="checkbox"/> Add 2 (<input type="checkbox"/> 4) to your checks that invoke the Outsider trait, and you may also add the Force trait.			

RIVANI

FEMALE HUMAN PSYCHIC



SKILLS

STRENGTH	d4	<input type="checkbox"/> +1			
DEXTERITY	d6	<input type="checkbox"/> +1			
CONSTITUTION	d6	<input type="checkbox"/> +1	<input type="checkbox"/> +2		
INTELLIGENCE	d12	<input type="checkbox"/> +1	<input type="checkbox"/> +2	<input type="checkbox"/> +3	<input type="checkbox"/> +4
ARCANE: INTELLIGENCE	+2				
KNOWLEDGE: INTELLIGENCE	+2				
WISDOM	d8	<input type="checkbox"/> +1	<input type="checkbox"/> +2	<input type="checkbox"/> +3	<input type="checkbox"/> +4
CHARISMA	d6	<input type="checkbox"/> +1	<input type="checkbox"/> +2	<input type="checkbox"/> +3	

POWERS

HAND SIZE 6

For your Perception or Ranged (or Acrobatics, Craft or Disable) check, you may recharge a card to use your Knowledge skill instead.

You may discard (or recharge) a spell (or a boon) to add 1d4 to your Arcane check.

During your move step, instead of moving, you may examine the top card of your location deck, then you may shuffle the deck.

CARD LIST

FAVORED CARD TYPE: SPELL

WEAPON	1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	
SPELL	6	<input type="checkbox"/> 7	<input type="checkbox"/> 8	<input type="checkbox"/> 9
ARMOR	-	<input type="checkbox"/> 1		
ITEM	2	<input type="checkbox"/> 3		
ALLY	2	<input type="checkbox"/> 3	<input type="checkbox"/> 4	
BLESSING	4	<input type="checkbox"/> 5		

Called before the rishis of the Rajah of Vudra's court, a young Rivani masterfully navigated the Trial of the White Lotus. So masterful was she that the rishis sent her away lest her visions lay bare their secrets. Proclaimed a mahatma reborn, Rivani was dispatched to the monasteries at the Isle of Jandelay. But their pale teachings could not challenge the all-seeing girl, so she embarked on her own. She remains fixated on the next stop on her journey, and all the wonders beyond.

Occult Adventures Character Deck 1



ROLES

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

RIVANI (PHRENIC MASTER)

Unshackled from the confines of flesh, the phrenic master abandons form and leaves only function.

POWERS

HAND SIZE 6 7 8

For your Perception or Ranged (or Acrobatics, Craft or Disable) check, you may recharge a card to use your Knowledge skill instead.

You may discard (or recharge) a spell (or a boon) to add 1d4 to your Arcane check (or to evade a barrier you encounter) (or to evade a boon you encounter, then you may explore again).

During your move step, instead of moving (or after your move), you may examine the top card (or top 3 cards) of your location deck, then you may shuffle the deck.

When you would discard cards as damage, you may recharge up to 2 (4) of those cards instead.

RIVANI (PSYCHIC DUELIST)

If you are as perceptive as the duelist, you will choose not to duel.

POWERS

HAND SIZE 6 7 8 9

PROFICIENT WITH Weapons

For your Perception or Ranged (or Acrobatics, Craft or Disable) check, you may recharge a card to use your Knowledge skill instead.

You may discard (or recharge) a spell (or a boon) to add 1d4 (+2) to your Arcane check.

During your move step, instead of moving, you may examine the top card of your location deck, then you may shuffle the deck (or recharge a card to recharge a random card from your discard pile).

Blessings that have the Sign trait played on your check add 1d12 instead of the normal die. (If you succeed at the check, each character who played any blessing on the check may recharge the blessing instead of discarding it.)