

# SPIRITUALIST Poziom Czarującego

## CZARY

| Znane Czary | ST Rzutu Obronnego | Czary Dziennie | = Czary Bazowe | Czary Premiiowe  |
|-------------|--------------------|----------------|----------------|--|
|             |                    | 0              |                | RZT -4<br>RZT -8<br>RZT -12  |
|             |                    | 1              |                | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
|             |                    | 2              |                | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
|             |                    | 3              |                | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
|             |                    | 4              |                | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
|             |                    | 5              |                | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
|             |                    | 6              |                | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |

ST Rz. Obr. = 10 + RZT + Poziom Czaru

## PHANTOM

### SHARED CONSCIOUSNESS

While the phantom isn't manifested, Skill Focus (+3 / +6 if you have 10 ranks) to two skills:

**+4** to saving throws against mind-affecting effects, and on failing may shunt the effect to the phantom.

Poziom **12** **+8** to saving throws against mind-affecting effects.

### ETHERIC TETHER

A phantom is dismissed when it reaches negative hp equal to its Constitution score, but this can be prevented by sacrificing your own hit points.

#### BONDED SENSES

As a standard action, share the phantom's senses.

| Poziom   | ROUNDS PER DAY    | Spiritualist Level | Użyć Dziś   |
|----------|-------------------|--------------------|---|
| <b>2</b> | <div>rund =</div> |                    | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |

Poziom **10** Always share phantom's senses when manifested.

### SPIRITUAL INTERFERENCE

| Poziom    | ECTOPLASMIC   | INCORPOREAL  |
|-----------|---|--|
| <b>4</b>  | <b>+2</b> Shield bonus to AC and circumstance bonus to all saves when within reach. | <b>+2</b> Circumstance bonus to saves against mind-affecting effects when within 30ft. |
| <b>12</b> | <b>+4</b> To AC and saves   | <b>+4</b> Bonus to saves against mind-affecting effects.                               |
|           | <b>+2</b> For allies  | <b>+2</b> For allies   |

#### PHANTOM RECALL

Poziom **6** Instantly call your phantom to your side or return it to your mind.  
 Activate bonded manifestation at the same time, at the cost of 1 round of use.

#### FUSED CONSCIOUSNESS

Poziom **10** Gain spirit's emotional focus bonus (skills and saves) even when phantom is not manifested.

#### SPIRITUAL BOND

Poziom **14** Damage below 0hp is transferred to phantom instead.

#### EMPOWERED CONSCIOUSNESS

Poziom **20** While phantom is not manifested, spiritualist is immune to mind-affecting effects and possession.

## ZNANE CZARY

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## BONDED MANIFESTATION

As a swift action, manifest aspects of your phantom in your own body.

| Poziom    | ROUNDS PER DAY                             | Spiritualist Level | Użyć Dziś  |
|-----------|--|--------------------|--|
| <b>3</b>  | <div>rund =</div>                          | <b>+ 3</b>         | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>  |
| <b>17</b> | <div>rund = ( <div> × 2 </div> ) + 3</div> |                    | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |

### ECTOPLASMIC

**+4** Shield bonus to AC, which applies to incorporeal attacks.

Poziom **8** 2 × ectoplasmic tendrils can manipulate objects or attack as a standard or swift action using ectoplasmic manifested phantom's stats:

| Premia do ataku | Obrażenia   |
|-----------------|-------------|
| <div></div>     | <div></div> |

Poziom **13** **+6** Armour bonus to AC.

Poziom **18** As a full round action, attack all foes in range. Take the better of two attack rolls, and use that for all attacks.

Confirm up to one critical. 

Krytyk

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### INCORPOREAL

Shroud of insubstantial mist grants concealment against ranged attacks.

Poziom **8** Melee and unarmed attacks gain ghost touch.

Poziom **13** As a standard action, become invisible until your next turn.

Poziom **18** Become incorporeal, fly (30 ft, good)

## SPELL-LIKE ABILITIES

### DETECT UNDEAD

Poziom **5** *First round* Presence of an undead aura.  
*Second round* Number of auras, and strongest. Risk of being overwhelmed.  
*Third round* Strength and location of each undead aura.

### CALM SPIRIT

Poziom **7** Calm an agitated haunt or ghost. Requires a caster level check.

| Poziom    | Twice a day | Poziom    | Thrice a day | Poziom    | Four times a day | Dziś  |
|-----------|-------------|-----------|--------------|-----------|------------------|---|
| <b>11</b> |             | <b>15</b> |              | <b>19</b> |                  | <input type="checkbox"/> <input type="checkbox"/> |

### SEE INVISIBILITY

Poziom **9** See invisibility for 10 minutes. 

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### CALL SPIRIT

Poziom **16** Summon a specific spirit. The difficulty depends on how well you know the individual and whether you have a physical connection. 

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