

SPIRITUALIST

Nivel de Lanzador

CONJUROS

Conjuros Conocidos de Conjuros CD Salv = Conjuros al Día = Conjuros Base = Conjuros Adicionales

Conjuros Conocidos	CD Salv	Conjuros al Día	Conjuros Base	Conjuros Adicionales
0				SAB - 4 SAB - 8 SAB - 12
1				
2				
3				
4				
5				
6				

CD Salv de Conjuro = 10 + SAB + Nivel de Conjuro

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.

Nivel 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.

Nivel	ROUNDS PER DAY	Spiritualist Level	Usos Hoy
2	turnos =		

Nivel 10 Always share phantom's senses when manifested.

SPIRITUAL INTERFERENCE

ECTOPLASMIC

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

PHANTOM RECALL

Nivel 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

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

SPIRITUAL BOND

Nivel 14 Damage below 0hp is transferred to phantom instead.

EMPOWERED CONSCIOUSNESS

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

CONJUROS CONOCIDOS

0

1

□□□
□□□
□□□

2

□□□
□□□
□□□

3

□□□
□□□
□□□
□

4

□□□
□□□
□□□

5

□□□
□□□
□

6

□□□
□□□

BONDED MANIFESTATION

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

Nivel	ROUNDS PER DAY	Spiritualist Level	Usos Hoy
3	turnos =	+ 3	□□□ □□□ □□□ □□□ □□□ □□□
17	turnos =	(× 2) + 3	□□□□ □□□□ □□□□ □□□□ □□□□ □□□□

ECTOPLASMIC

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

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

Bon de Ataque	Daño

Nivel 13 +6 Armour bonus to AC.

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

Crítico
Confirm up to one critical. x

INCORPOREAL

Shroud of insubstantial mist grants concealment against ranged attacks.

Nivel 8 Melee and unarmed attacks gain ghost touch.

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

Nivel 18 Become incorporeal, fly (30 ft, good)

SPELL-LIKE ABILITIES

DETECT UNDEAD

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

CALM SPIRIT

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

Nivel	Twice a day	Thrice a day	Four times a day
11		15	19

Hoy
□□
□□

SEE INVISIBILITY

Nivel 9 See invisibility for 10 minutes.

□ Hoy

CALL SPIRIT

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

□ Hoy