

# SPIRITUALIST

Poziom  
Czarującego

## CZARY

Znane Czary	ST Rzutu Obronnego	Czary Dziennie	= Czary Bazowe	Czary Premiiowe
		0		RZT -4 RZT -8 RZT -12
		1		
		2		
		3		
		4		
		5		
		6		

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
2			
	rund =		

Poziom 10 Always share phantom's senses when manifested.

### SPIRITUAL INTERFERENCE

#### ECTOPLASMIC

Poziom 4 +2 Shield bonus to AC and circumstance bonus to all saves when within reach.

#### INCORPOREAL

+2 Circumstance bonus to saves against mind-affecting effects when within 30ft.

Poziom 12 +4 To AC and saves  
+2 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

0

1

□□  
□□  
□□

2

□□  
□□  
□□

3

□□  
□□  
□□  
□

4

□□  
□□  
□□

5

□□  
□□  
□

6

□□  
□□

## BONDED MANIFESTATION

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

Poziom	ROUNDS PER DAY	Spiritualist Level	Użyć Dziś
3			
	rund =	+ 3	□□ □□ □□ □□ □□ □□
17			
	rund =	( × 2 ) + 3	□□ □□ □□ □□ □□ □□ □□ □□ □□ □□ □□ □□

### 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

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.

Krytyk
Confirm up to one critical.
x

### 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	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

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

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

Dziś  
□□  
□□

### SEE INVISIBILITY

Poziom 9 See invisibility for 10 minutes.

□ Dziś

### 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.

□ Dziś