

SPIRITUALIST

Zauber-
stufe

ZAUBER

Bekannte Zauber	RW gegen Zauber	Zauber pro Tag	= Grund- zauber	+ Bonuszauber zauber
		0		WE - 4 WE - 8 WE - 12
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		2		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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RW gegen Zauber (SG) = 10 + WE + Zaubergrad

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.

Stufe **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.

Stufe	RUNDEN PRO TAG	Spiritualist Level	Nutzungen Heute
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	Runden =		

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

SPIRITUAL INTERFERENCE

ECTOPLASMIC

Stufe		
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

Stufe **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

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

SPIRITUAL BOND

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

EMPOWERED CONSCIOUSNESS

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

BEKANNTE ZAUBER

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BONDED MANIFESTATION

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

Stufe **3**

RUNDEN
PRO TAG

Spiritualist
Level

Runden = + 3

Nutzungen
Heute

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Stufe **17**

RUNDEN
PRO TAG

Spiritualist
Level

Runden = (..... × 2) + 3

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ECTOPLASMIC

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

Stufe **8**

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

Angriffsbonus

Schaden

Stufe **13**

+6 Armour bonus to AC.

Stufe **18**

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

Kritisch

Confirm up to one critical.

x

INCORPOREAL

Shroud of insubstantial mist grants concealment against ranged attacks.

Stufe **8**

Melee and unarmed attacks gain ghost touch.

Stufe **13**

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

Stufe **18**

Become incorporeal, fly (30 ft, good)

SPELL-LIKE ABILITIES

DETECT UNDEAD

Stufe **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

Stufe **7**

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

Stufe **11**

Twice a day

Stufe **15**

Thrice a day

Stufe **19**

Four times a day

Heute

☐ ☐

Stufe **9**

SEE INVISIBILITY

See invisibility for 10 minutes.

☐ Heute

Stufe **16**

CALL SPIRIT

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

☐ Heute