

# SPIRITUALIST

Livello  
Incantatore

## INCANTESIMI

Incantesimi conosciuti	CD TS Incantesimi	Inc. al Giorno	=	Inc. Base	+	Inc. Bonus
		0				SAG - 4 SAG - 8 SAG - 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"/>

CD Salvezza Inc. = 10 + SAG + Liv. Incantesimo

## SPIRITO

### 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.

Livello **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.

Livello	ROUND AL GIORNO	Livello da Spiritualista	Usi Oggi
<b>2</b>	<input type="text"/> rd =		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

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

### SPIRITUAL INTERFERENCE

#### ECTOPLASMATICO

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

#### INCORPOREO

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

Livello **12** **+4** To AC and saves **+4** Bonus to saves against mind-affecting effects.  
**+2** For allies **+2** For allies

### PHANTOM RECALL

Livello **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

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

### SPIRITUAL BOND

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

### EMPOWERED CONSCIOUSNESS

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

## INCANTESIMI CONOSCIUTI

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## BONDED MANIFESTATION

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

Livello	ROUND AL GIORNO	Livello da Spiritualista	Usi Oggi
<b>3</b>	<input type="text"/> rd =	+ 3	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<b>17</b>	<input type="text"/> rd =	( <input type="text"/> × 2 ) + 3	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

### ECTOPLASMATICO

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

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

Bonus di attacco

Danno

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

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

Critico

Confirm up to one critical.

x

## SPELL-LIKE ABILITIES

### DETECT UNDEAD

Livello **5** *Primo round* Presence of an undead aura.  
*Secondo round* Number of auras, and strongest. Risk of being overwhelmed.  
*Terzo round* Strength and location of each undead aura.

### CALM SPIRIT

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

Livello **11** Due volte al giorno

Livello **15** Tre volte al giorno

Livello **19** Four times a day

Oggi  
☐ ☐

### SEE INVISIBILITY

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

☐ Oggi

### CALL SPIRIT

Livello **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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