

# SPIRITUALIST

Zauber-  
stufe

## ZAUBER

Bekannte Zauber	RW gegen Zauber	Zauber pro Tag	= Grund- zauber	+ Bonuszauber zauber
		0		WE - 4 WE - 8 WE - 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"/>

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
2	Runden =		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

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.

Stufe 12 +4 To AC and saves

+2 For allies

#### INCORPOREAL

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

+4 Bonus to saves against mind-affecting effects.

+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

0

1

☐ ☐ ☐  
☐ ☐ ☐  
☐ ☐ ☐

2

☐ ☐ ☐  
☐ ☐ ☐  
☐ ☐ ☐

3

☐ ☐ ☐  
☐ ☐ ☐  
☐ ☐ ☐  
☐

4

☐ ☐ ☐  
☐ ☐ ☐  
☐ ☐ ☐

5

☐ ☐ ☐  
☐ ☐ ☐  
☐

6

☐ ☐ ☐  
☐ ☐ ☐

## BONDED MANIFESTATION

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

Stufe	RUNDEN PRO TAG	Spiritualist Level	Nutzungen Heute
3	Runden =	+ 3	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Stufe	RUNDEN PRO TAG	Spiritualist Level	Nutzungen Heute
17	Runden =	( <input type="checkbox"/> × 2 ) + 3	<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.

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

Angriffsbonus	Schaden
<input type="text"/>	<input type="text"/>

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. <input type="text"/>

## 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	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

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

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

Heute  
☐ ☐  
☐ ☐

### SEE INVISIBILITY

Stufe 9 See invisibility for 10 minutes.

☐ Heute

### CALL SPIRIT

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

☐ Heute