

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	ROUNDS PER DAY	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.

INCORPOREAL

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

Stufe **+4** To AC and saves

+4 Bonus to saves against mind-affecting effects.

Stufe **+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	ROUNDS PER DAY	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"/>
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

Stufe **+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.

Kritischer Treffer

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	First round	Second round	Third round
4	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 **11** Twice a day

Stufe **15** Thrice a day

Stufe **19** Four times a day

Heute

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SEE INVISIBILITY

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

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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.

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