

# SPIRITUALIST

Zauber-  
stufe

## ZAUBER

| Bekannte<br>Zauber | RW gegen<br>Zauber | Zauber<br>pro Tag | = Grund-<br>zauber | + Bonuszauber<br>zauber  |
|--------------------|--------------------|-------------------|--------------------|--|
|                    |                    | 0                 |                    | WE - 4<br>WE - 8<br>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<br>PER DAY | Spiritualist<br>Level | Nutzungen<br>Heute  |
|----------|-------------------|-----------------------|---|
| <b>2</b> | 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   | INCORPOREAL  |
|-----------------|---|--|
| Stufe <b>4</b>  | <b>+2</b> Shield bonus to AC and circumstance bonus to all saves when within reach. | <b>+2</b> Circumstance bonus to saves against mind-affecting effects when within 30ft. |
| Stufe <b>12</b> | <b>+4</b> To AC and saves   | <b>+4</b> Bonus to saves against mind-affecting effects.                               |
|                 | <b>+2</b> For allies  | <b>+2</b> 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<br>PER DAY | Spiritualist<br>Level | Nutzungen<br>Heute  |
|-----------|-------------------|-----------------------|---|
| <b>3</b>  | Runden =          | + 3                   | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| <b>17</b> | Runden =          | ( × 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.

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 **4** 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     | Twice a day | Stufe     | Thrice a day | Stufe     | Four times a day |
|-----------|-------------|-----------|--------------|-----------|------------------|
| <b>11</b> |             | <b>15</b> |              | <b>19</b> |                  |

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Stufe **9** SEE INVISIBILITY  
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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