

# SPIRITUALIST

Nível do Conjurador

## MAGIAS

Magia de Resistência CD Magias por dia Magias Base Magias Bônus Conhecidas

		0			SAB - 4	SAB - 8	SAB - 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"/>

Teste de Resistência CD = 10 + SAB + Nível da Magia

## 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.

Nível **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.

Nível	ROUNDS PER DAY	Spiritualist Level	Uses Today
2	<input type="text"/> rds =		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

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

### SPIRITUAL INTERFERENCE

	ECTOPLASMIC	INCORPOREAL
Nível <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.
Nível <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

Nível **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

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

### SPIRITUAL BOND

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

### EMPOWERED CONSCIOUSNESS

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

## MAGIAS CONHECIDAS

0

1

2

3

4

5

6

## BONDED MANIFESTATION

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

Nível	ROUNDS PER DAY	Spiritualist Level	Uses Today
3	<input type="text"/> rds =		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
17	<input type="text"/> rds =	( <input type="text"/> × 2) + 3	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <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.

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

Bônus de Ataque

Dano

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

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

Crítico

Confirm up to one critical.

x

## INCORPOREAL

Shroud of insubstantial mist grants concealment against ranged attacks.

Nível **8** Melee and unarmed attacks gain ghost touch.

Nível **13** As a standard action, become invisible until your next turn.

Nível **18** Become incorporeal, fly (30 ft, good)

## SPELL-LIKE ABILITIES

### DETECTAR MORTOS-VIVOS

Nível	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

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

Nível **11** Twice a day

Nível **15** Thrice a day

Nível **19** Four times a day

Hoje

☐☐☐☐

### SEE INVISIBILITY

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

☐ Hoje

### CALL SPIRIT

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

☐ Hoje