

# SPIRITUALIST

Conjurador  
Nível

## MAGIAS

| Magias<br>Conhecidas | Teste de<br>Resistência CD | Magias<br>por dia | = Base<br>Magia | + Magias Bônus   |
|----------------------|----------------------------|-------------------|-----------------|--|
|                      |                            | 0                 |                 | SAB - 4<br>SAB - 8<br>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<br>PER DAY          | Spiritualist<br>Level | Uses<br>Today   |
|-------|----------------------------|-----------------------|---|
| 2     | <input type="text"/> rds = |                       | <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

| Nível | ECTOPLASMIC   | INCORPOREAL  |
|-------|---|--|
| 4     | <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. |
| 12    | <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

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## BONDED MANIFESTATION

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

| Nível | ROUNDS<br>PER DAY          | Spiritualist<br>Level            | Uses<br>Today   |
|-------|----------------------------|----------------------------------|---|
| 3     | <input type="text"/> rds = | + 3                              | <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"/> |

## 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                 |
|----------------------|----------------------|
| <input type="text"/> | <input type="text"/> |

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

### DETECT UNDEAD

| Nível | 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

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

| Nível | Twice a day | Nível | Thrice a day | Nível | Four times a day |
|-------|-------------|-------|--------------|-------|------------------|
| 11    |             | 15    |              | 19    |                  |

Today  
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Nível **9** **SEE INVISIBILITY**  
See invisibility for 10 minutes.

☐ Today

### 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.

☐ Today