

# 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"/>
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		4		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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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 **12** **+4** To AC and saves **+4** Bonus to saves against mind-affecting effects.  
**+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 = (	× 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
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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.

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

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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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