

# SPIRITUALIST

Nivel de Lanzador

## CONJUROS

Conjuros Conocidos de Conjuros	CD Salv de Conjuros	Conjuros al Día	Conjuros Base	Conjuros Adicionales
		0		SAB - 4 SAB - 8 SAB - 12
		1		
		2		
		3		
		4		
		5		
		6		

CD Salv de Conjur = 10 + SAB + Nivel de Conjur

## 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.

Nivel **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.

Nivel	ROUNDS PER DAY	Spiritualist Level	Usos Hoy
2	turnos =		

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

### SPIRITUAL INTERFERENCE

Nivel	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

Nivel **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

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

### SPIRITUAL BOND

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

### EMPOWERED CONSCIOUSNESS

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

## CONJUROS CONOCIDOS

0

1

2

3

4

5

6

## BONDED MANIFESTATION

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

Nivel	ROUNDS PER DAY	Spiritualist Level	Usos Hoy
3	turnos =	+ 3	
17	turnos = (	× 2 ) + 3	

## ECTOPLASMIC

**+4** Shield bonus to AC, which applies to incorporeal attacks.

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

Bon de Ataque	Daño

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

Nivel **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.

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

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

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

## SPELL-LIKE ABILITIES

### DETECT UNDEAD

Nivel	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

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

Nivel	Twice a day	Nivel	Thrice a day	Nivel	Four times a day
11		15		19	

Hoy  
□□  
□□

### SEE INVISIBILITY

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

□ Hoy

### CALL SPIRIT

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

□ Hoy