

DIRE PRESS

Chains of the Spirit

Nineteen spiritual feats for ghosts



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Compatible with icosahedrons.



Some ghosts spend their afterlife in quiet meditation instead of mischief and malevolence. They study spirituality from a unique perspective, pursuing a deeper understanding of their own nature and a heightened awareness of the cosmos around them.

Chains of the Spirit provides nineteen new feats specifically designed for such ghosts; those who desire to transcend their remaining ties to the material world, expand their conscious minds, and seek enlightenment.

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Chains of the Spirit

The following feats possess the [Ghost] descriptor, and may only be taken by ghosts or other appropriate incorporeal creatures. Where applicable and unless otherwise noted, these are supernatural abilities. Using a supernatural ability is usually a standard action which cannot be disrupted, does not require concentration, and does not provoke attacks of opportunity.

Akashic Disciple [Ghost]

You can draw a moment of prescience from the collective knowledge of the cosmos.

Prerequisites: Int 15, Akashic Witness.

Benefit: Once per day, you can add an insight bonus equal to your Hit Dice (maximum +15) to any single attack roll, saving throw, or opposed skill or ability check. Using this ability is an immediate action.

Akashic Witness [Ghost]

You possess limited access to the collective knowledge of the cosmos.

Prerequisites: Int 13.

Benefit: Once per day, you can use any Intelligence-based skill as if you were trained in it, with a number of ranks equal to your Hit Dice. You can take 10 on your skill check, but you cannot take 20.

Akashic Wizard [Ghost]

You are able to prepare your spells from the knowledge of the cosmos.

Prerequisites: Int 13, Akashic Witness, prepared arcane spellcaster.

Benefit: You can prepare from memory any spell which was recorded in your spellbook, without the spellbook itself. All other aspects of spell preparation and casting are unchanged. At each new spellcaster level, you gain two new spells of any spell level or levels that you can cast (based on your new level) to your memorized list. You cannot add spells to your memorized list by any other means.

Benevolence [Ghost]

You can possess a creature to guide their actions.

Prerequisites: Malevolence.

Benefit: When you use your malevolence ability to possess a creature, you can leave them conscious and in control of their body. You can communicate with your host via telepathy, and aid them as a standard action. Your aid gives them a +2 bonus on attack rolls, saving throws, skill checks, and ability checks for the next round.



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