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Chains of the Spirit

Nineteen spiritual feats for ghosts



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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.



Clairvoyant Sense [Ghost]

You can project your senses into a distant location.

Prerequisites: Wis 13.

Benefit: You can create an invisible magical sensor at a specific location that enables you to hear and see as if you were there. The locale must be known – either a place familiar to you or an obvious one – and on the same plane of existence as you or one coexistent with it. (For example, if you are on the Ethereal Plane, you can create the sensor on the Material Plane.)

Once created, the sensor does not move, but you can rotate it in all directions as desired. The sensor does not allow magically or supernaturally enhanced senses to work through it. The sensor persists for a number of minutes equal to your Hit Dice, or until dismissed.

Using this ability is a standard action which provokes attacks of opportunity. You may use this ability up to three times per day.

Special: You may take this feat multiple times, each time it grants three uses of the ability per day.



Empathy [Ghost]

You can sense the surface emotions of nearby creatures.

Benefit: You detect the surface emotions of any creature you can see within 30 feet. Thirst, hunger, fear, fatigue, pain, rage, hatred, uncertainty, curiosity, friendliness, and many other kinds of sensations and moods can all be perceived. You gain a +2 insight bonus on any Bluff, Diplomacy, Handle Animal, Intimidate, or Sense Motive checks made against an affected creature. This is a mind-affecting ability.

Enhanced Spirit Blade [Ghost]

Your spirit blade becomes enhanced by magical energy.

Prerequisites: Outsider type (Spirit Form), good alignment, Spirit Blade.

Benefit: Your spirit blade gains a +1 enhancement bonus on attack and damage rolls, and is a good-aligned magic weapon for the purpose of overcoming damage reduction.

Good Karma [Ghost]

You possess good karma, and the cosmos helps you when you most need it.

Prerequisites: Good alignment.

Benefit: A natural 1 on a saving throw is not an automatic failure for you.

Healing Aura [Ghost]

You can heal wounds for many creatures.

Prerequisites: Outsider type (Spirit Form), non-evil alignment, Healing Touch.

Benefit: When you use your healing touch ability, you may affect all creatures within a 30 foot burst centered on you. Affected undead creatures may attempt a Will saving throw (DC 10 + one-half your Hit Dice + your Charisma modifier) for half damage.



Healing Touch [Ghost]

You can heal wounds by touch.

Prerequisites: Outsider type (Spirit Form), non-evil alignment.

Benefit: You can heal wounds (your own or those of others) by touch. Each day you can heal a total number of hit points of damage equal to your Hit Dice. You may divide your healing among multiple recipients, and you do not have to use it all at once.

Alternatively, you can use any or all of your healing to deal damage to undead creatures. Using your healing touch in this way requires a successful melee touch attack. You may decide how much of your healing to use as damage after successfully touching an undead creature.

Special: You may take this feat multiple times, each time it grants the ability to heal a number of hit points of damage equal to your Hit Dice.

Precognition [Ghost]

You can sense the inevitable path of the immediate future, and take advantage of it.

Prerequisites: Dex 13, Alertness, Sixth Sense.

Benefit: You can ready a full-round action (or a standard action and a move action) as a full-round action.

Certain piercing weapons can be readied against a charge, and deal double damage. If you ready a full attack against a charge with such a weapon, only your first attack with it deals double damage.

Read Thoughts [Ghost]

You can read the surface thoughts of nearby creatures.

Prerequisites: Empathy.

Benefit: You know the surface thoughts of any creature within 30 ft. Creatures may resist your ability with a successful Will saving throw (DC 10 + one-half your Hit Dice + your Charisma modifier). Creatures of animal intelligence have simple, instinctual thoughts that you can read. If you read the thoughts of a creature with an Intelligence of 26 or higher (and at least 10 points higher than your own Intelligence score), you are stunned for 1 round. This is a mind-affecting ability. This ability does not enable you to pinpoint the location of a creature if you do not have line of sight to it.

Sixth Sense [Ghost]

You possess an exceptionally keen intuition, and are prepared for anything.

Prerequisites: Alertness.

Benefit: You are never surprised. You can always act during a surprise round, unless you are unable to act for some other reason (stunned, etc.).

Spirit Blade [Ghost]

You can create a glowing blade of light from your own spirit.

Prerequisites: Outsider type (Spirit Form), good alignment.

Benefit: You can create a short blade out of pure light. The blade appears semi-solid, and sheds light as a candle. You can use your spirit blade to make an incorporeal touch attack that deals 1d6 points of piercing damage. A spirit blade is a good-aligned weapon for the purpose of overcoming damage reduction.

Making an incorporeal touch attack is an attack action that does not provoke attacks of opportunity. Against ethereal opponents, add your Strength modifier to attack and damage rolls. Against non-ethereal opponents, add your Dexterity modifier to attack rolls only. Incorporeal touch attacks ignore material armor, including natural armor and shields, unless it is made of force (such as *mage armor* or *bracers of armor*) or has the *ghost touch* ability.

Creating a spirit blade is a move action which does not provoke attacks of opportunity. The blade persists for as long as you wield it.

Spirit Form [Ghost]

You have severed your connection to the Negative Energy Plane, and are no longer an undead creature.

Benefit: Your type changes to outsider. All current and future racial Hit Dice become d8s, and you regain your Constitution score. Do not recalculate your base attack bonus, saves, or skill points. Unlike other outsiders, you do not need to breathe, eat, or sleep. You retain any immunity to fatigue and exhaustion effects, disease, poison, sleep effects, paralysis, non-lethal damage, and critical hits.

Special: If you are using the ghost casualty class from Shroud of the Aether, you may take this feat before becoming an undead creature. In that case, your type changes as above immediately. Upon attaining 5th level in the ghost class, you gain immunity to sleep effects, paralysis, and non-lethal damage.

Spirit Ray [Ghost]

You can shoot rays of blistering light from your spirit blade.

Prerequisites: Outsider type (Spirit Form), good alignment, Spirit Blade.

Benefit: You can use your spirit blade to make a ranged incorporeal touch attack with a maximum range of 30 ft.

Spirit Shield [Ghost]

You can extend your incorporeal defenses to a nearby ally.

Prerequisite: Outsider type (Spirit Form).

Benefit: You can extend your incorporeal deflection bonus to one creature within 5 ft. of you. You can change the recipient of this bonus as a swift action.

Spirit Weapon [Ghost]

You can create a glowing weapon of light from your own spirit.

Prerequisites: Outsider type (Spirit Form), good alignment, Spirit Blade.

Benefit: Your spirit blade can take the form of any type of simple or martial melee weapon with which you are proficient. The weapon possesses the same damage, type, and critical qualities as its normal counterpart.

Tongues [Ghost]

You can speak and understand any language.

Prerequisites: Int 13, Empathy, Read Thoughts.

Benefit: You can speak and understand the language of any intelligent creature. You can speak only one language at a time, although you may be able to understand several languages. This is a mind-affecting ability. This ability does not enable you to speak with creatures which do not speak, or which are immune to mind-affecting effects.

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