

Your ties to the living world cling to you in death, your unfinished business reducing you to a spirit. Your soul carries on, but your body is gone. Your mind, too, may have changed: though death can impact thoughts and desires in all sorts of ways, most ghosts experience stronger, more volatile emotions and are frequently overcome by their past ties. A need to reconcile the past overwhelms other needs. Motivations can change over time but are always strong. Pragmatism, compassion, and foresight fall before a ghost's fundamental desires.

Ghost Dedication

Feat 2

Rare Archetype Dedication

Source *Book of the Dead* pg. 46

Archetype Ghost

Prerequisites You died and returned as a ghost.

You have risen as a shell of your former self, a spirit of mist and anguish. You gain the ghost, spirit, and undead traits, and the basic undead benefits. Your undead craving is to settle your unfinished business. You also gain the incorporeal trait except you can't pass through solid objects unless you select the Pass Through feat. Being a ghost has the following major effects.

Floating You can float but are still tethered to the ground. Replace your land Speed with an equal fly Speed. You can't rise more than a few inches above the ground when you Fly. This means you can move above many types of difficult or hazardous terrain without moving slowly or being damaged, even though you can't fly without limit. You can Leap, High Jump, Long Jump, and take similar actions, and use your fly Speed for any calculations that would normally require your land Speed. You can slow your fall by the following action.

Glide (1 action)

You glide slowly toward the ground, 5 feet down and up to half your fly speed forward through the air. As long as you spend at least 1 action gliding each round and haven't yet reached the ground, you remain in the air at the end of your turn.

Items You can transmute physical items to make them part of your incorporeal form. This requires spending 10 minutes with the items within reach, during which you transform the items into part of your form; you can return items you already have incorporated to a corporeal state at the same time. The items retain all their runes and other abilities, need to be invested normally if they have the invested trait, and need to be worn, held, or stowed appropriately. Once you've incorporated the items, you and other incorporeal creatures can use them normally—you can Interact with them, Release them, and so on. Your incorporated weapons gain the benefits of the ghost touch property rune, allowing you to use them normally against both corporeal and incorporeal creatures. Incorporated items become corporeal again only if you transmute them back or are destroyed, in which case, they drop to the ground under you.

Attacks Your unarmed attacks become magical and deal negative damage instead of their normal type.

Physical Interaction You can attempt Strength-based skill checks against physical creatures and objects. You can Interact with physical objects, but the action has no effect unless you succeed at a DC 20 Athletics or DC 20 Thievery check.

Strength Unlike most incorporeal creatures, your Strength modifier is not –5; you keep the same Strength score you had before you became a ghost, though you can only attempt Strength-based skill checks—typically Athletics checks—against other incorporeal creatures, as normal for an incorporeal creature. Against incorporeal creatures, use your Strength normally to determine the results of Athletics checks, Strikes with melee weapons, and any other checks or damage rolls dependent on Strength.

Vulnerability You have weakness equal to half your level to positive, and weakness equal to a quarter your level (minimum 1) to force, and attacks with the ghost touch special property.

Ties that Bind When you become a ghost, work with your GM to choose a bound site and unfinished business, both of which matter for your character's story, as well as some ghost archetype feats. Your bound site tethers you to the physical world and is typically either a location important to you in life or the place where you died. Unfinished business keeps you from passing to the afterlife. If someone resolves your unfinished business, you decide whether to accept the change and pass on, or to fight it. If you pass on, you get a few minutes to say your goodbyes, and then move into the River of Souls and the afterlife. Your character ceases to be. If you fight the change, you remain, though you and the GM might determine a new unfinished business. If you are physically destroyed, you cease your existence as a ghost but still might not be able to pass on to the afterlife if your unfinished business is incomplete. In this liminal state, you might come across strange energies and become another sort of creature, or anchor to a summoner and become an eidolon.

Any DCs of abilities granted by ghost archetype feats use the greater of your class or spell DC unless mentioned otherwise.

Frightful Moan

Feat 4

Archetype, Auditory, Divine, Emotion, Enchantment, Fear, Mental

Source *Book of the Dead* pg. 47

Archetype Ghost

Prerequisites Ghost Dedication

(2 actions) You lament your fate, forcing each living creature in a 30-foot emanation to attempt a Will save.

Success The creature is unaffected and temporarily immune to Frightful Moans for 1 minute.

Failure The creature is frightened 1.

Critical Failure The creature is frightened 2.

Poltergeist

Feat 4

Archetype,Auditory,Divine,Emotion,Enchantment,Fear,Mental

Source *Book of the Dead* pg. 47

Archetype Ghost

Prerequisites Ghost Dedication

Despite ghosts being incapable of directly interacting with the material world they still have a limited magical ability to manipulate the world. Ghosts gain some innate cantrips heightened to half their level with the following changes:

Ghost sound No change

Sigil You can write simple two word messages, any previous message is dismissed.

Mage Hand Within half the normal range you can perform simple object manipulation (ex: flipping a page of a book or opening an unlocked door/window).

Ghostly Resistance

Feat 6

Archetype

Source *Book of the Dead* pg. 47

Archetype Ghost

Prerequisites Ghost Dedication

Your ghostly form becomes innately weaker but also gains resistance to many forms of damage. You gain the advanced undead benefits and resistance 1 to all damage except for force, positive, and any damage done by a weapon with the ghost touch rune (or any other source that acts like a ghost touch rune). This resistance increases to 2 if the source is non-magical.

At 10th level, the resistance increases to 2, or 4 if the source is non-magical. At 16th level, the resistance increases to 3, or 5 if the source is non-magical.

Pyre's Memory

Feat 6

Archetype,divine, evocation, fire

Archetype Ghost

Prerequisites Ghost Dedication, burned to death

Burning is one of the most painful ways to die, and ghosts that are burned to death are often more aggressive and violent than other incorporeal creatures.

Pyre's Memory (3 actions) (divine, evocation, fire) You cause great gouts of flame to erupt without warning. You pick three 5-foot squares within 30 feet. Creatures that start in or enter one of these squares take 1d4 fire damage per 3 levels the ghost has, Reflex save negates. The flames last for 1 minute and don't set other things alight. If you use this ability again, it dismisses any existing flames.

Cold Spot

Feat 6

Archetype,aura, cold, divine

Archetype Ghost

Prerequisites Ghost Dedication, froze to death

Ghosts are often associated with unnatural cold, and one of the first signs of a ghostly presence is an uncanny cold spot in the air.

Cold Spot (aura, cold, divine) The air within 5 feet of you is supernaturally cold. Creatures that enter or begin their turn in your aura take 1d4 cold damage per 3 levels you have (Fortitude save negates). You can dismiss or resume the cold as an action, which has the concentrate trait.

Greater Poltergeist

Feat 6

Archetype

Source *Book of the Dead* pg. 47

Archetype Ghost

Prerequisites Ghost Dedication, Poltergeist

Your poltergeist abilities improve in the following ways.

Ghost Sound

Sigil Creating a message no longer causes previous messages to be dismissed.

Mage Hand When you cast or sustain mage hand you can hurl the target object at a creature in range as Telekinetic Projectile, except you use d4s unless the object is 2 bulk or greater and you make a ranged strike using simple weapon proficiency instead of the spell attack.

Fade Out

Feat 8

Archetype

Source *Book of the Dead* pg. 47

Archetype Ghost

Frequency once per minute

Prerequisites Ghost Dedication; master in Stealth

Ghosts are notorious for appearing and disappearing when least expected.

Fade Away (1 action) (divine, illusion) You become invisible until the end of your next turn and step. Using a hostile action ends this invisibility after its completion.

Inhabit Object

Feat 8

Archetype

Source *Book of the Dead* pg. 47

Archetype Ghost

Frequency once per hour

Prerequisites Ghost Dedication

(2 actions) You possess an adjacent unattended object of size Medium or smaller. While

possessing an object you benefit from its hardness up to a max of your level, you reduce your fly speed by half, gain +10 conditional bonus on deception checks to appear to be the inhabited object, and you gain an slam attack using improvised weapon rules, with a minimum of 2 damage dice (at level 13 increase to 3).

Anything targeting either you or the object effect the other and all damaging effects apply
Enemies may substitute a critical specialization effect to apply the stunned 1 for 1d4 rounds and remove you from the object.

If the object is destroyed you are stunned 1.

(1 action) You safely end you object possession and appear within 5ft of the object

Ghost Flight

Feat 8

Archetype

Source *Book of the Dead* pg. 47

Archetype Ghost

Frequency once per hour

Prerequisites Ghost Dedication

(2 actions) You can suppress your tether to the ground, overcoming your resistance to fly free. For 1 minute, your fly Speed doesn't restrict you to only a few inches off the ground, allowing you to travel to any height you choose.

At level 12 change the frequency to once per ten minutes.

Pass Through

Feat 10

Archetype

Source *Book of the Dead* pg. 47

Archetype Ghost

Frequency once per 10 minutes

Prerequisites Ghost Dedication

(2 actions) Filtering your form through the substance of an object, you can pass through walls, doors, and more. You Fly up to your Speed. During this movement, you can move through one object, treating it as difficult terrain.

Magically reinforced barriers require a counteract check to Pass Through and are counted as hazardous terrain, and you can't Pass Through an obstacle made of magical force, such as a wall of force.

Memento Mori

Feat 12

Archetype

Source *Book of the Dead* pg. 47

Archetype Ghost

Frequency once per hour

Prerequisites Ghost Dedication

For most ghosts, death is a traumatic event, and an angry spirit is perfectly willing to share their pain with others.

Memento Mori (2 actions) (divine, illusion, mental) You cause one creature within 30 feet to relive your death. The target must make a basic Will save or see and feel what the ghost did, taking 1d4 persistent mental damage per 3 levels the ghost has. On a failure all other creatures are concealed to the target until the persistent damage ends.

Rejuvenation

Feat 14

Rare Archetype

Source *Book of the Dead* pg. 47

Archetype Ghost

Prerequisites Ghost Dedication

The call of your unfinished business recreates you after destruction. When you're destroyed, you reform after 2d4 days within your bound site, fully healed. If your unfinished business is resolved while you're waiting, you pass on immediately unless you and the GM determine you have new unfinished business.

Unlimited Ghost Flight

Feat 14

Rare Archetype

Source *Book of the Dead* pg. 47

Archetype Ghost

Prerequisites Ghost Flight

You put your connection to the material world farther behind you. Your fly Speed no longer restricts the height you can fly. When you use Ghost Flight, instead of its normal effect, you gain a +10-foot status bonus to your fly Speed for 10 minutes.