

# Ghost Blade

## Requirements

**Feats:** Combat Casting

**Skills:** Concentration 8 ranks.

**Spells:** Able to cast 3rd-level arcane spells, including at least three spells with the *Force* descriptor.  
Able to cast the Mage Hand, Greater Mage Hand or Telekinesis (spell or spell-like/supernatural ability)

## Class Skills

The ghost blade's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Hide (Dex), Knowledge (arcana) (Int), Profession (Wis), Move Silently (Dex), Sleight of Hand (Dex) and Spellcraft (Int).

**Skill Points at Each Level:** 2 + Int modifier.



Lvl	Spells Per day	BAB	Fort	Rfx	Will	Skills	HD	Notes
1	—	+1	+0	+0	+2	2	4	Force Specialization, Extent Wield
2	+1 existing arcane	+2	+0	+0	+3	2	4	Forceful Telekinesis, Heavy Hand
3	—	+3	+1	+1	+3	2	4	Force Armor, Deceptive Strike
4	+1 existing arcane	+4	+1	+1	+4	2	4	Telekinetic Savant
5	—	+5	+1	+1	+4	2	4	Versatile Telekinesis, Sustained Concentration
6	+1 existing arcane	+6	+2	+2	+5	2	4	Enduring Force
7	—	+7	+2	+2	+5	2	4	Improved Violent Thrust, Telekinetic Jaunt
8	+1 existing arcane	+8	+2	+2	+6	2	4	Bonus Feat, Forced Adaptation
9	—	+9	+3	+3	+6	2	4	Extended Telekinesis, Mutli-Blade
10	+1 existing arcane	+10	+3	+3	+7	2	4	Telekinetic Whirlwind

**Extent Wield (Ex):** A ghost blade develops the ability to wield weapons at a distance from himself. By utilization of mage hand, greater mage hand or maintaining concentration on the combat maneuver version of telekinesis, a ghost blade can make attacks with an unattended weapon or one he is holding, moving the weapon up to 15 feet before the attack. Resolve the attack as normal, except that the weapon's movement doesn't provoke attacks of opportunity. The ghost blade's base attack bonus on this attempt is equal to his caster level plus his Intelligence modifier (if a wizard) or Charisma modifier (if a sorcerer or a creature with the telekinesis supernatural or spell-like ability). For damage purposes mage hand has a strength of 1 (–5), Greater Mage Hand and TK have a strength of 10 (+0). A ghost blade suffers the same proficiency penalties for wielding a weapon at range as he would in hand. As long as his extent weapon is with 20' of him, the ghost blade is considered armed.

**Force Specialization:** A ghost blade gains a +2 competence bonus on attack rolls made with her force spells. She also adds a +1 bonus to each die of damage dealt by spells she casts with the force descriptor. If the force spell doesn't deal damage expressed by dice, she adds only a +1 bonus to the total damage dealt. For example, a magic missile cast by a 9th-level wizard/1stlevel ghost blade deals 1d4+2 points of damage per missile.

**Forceful Telekinesis:** Mage hand, greater mage hand and telekinesis when cast by a ghost blade of at least 2nd level enhances those spells with the force descriptor. Additionally the amount to matter the spell can effect increases by 15lbs for every 2 ghost blade levels. Telekinesis' maximum at 15th level is adjusted accordingly. Thus a 15th level wizard / 2nd level ghost blade could manipulate 600 lbs. A 10th level ghost blade could move a maximum of 1,500 pounds given at least 10 additional levels arcane casting from another class.

**Heavy Hand:** A 2nd level ghost blades adds +1 Strength bonus to his damage for extent wielded weapons and to determine the success of his other telekinetic combat maneuvers. Each additional 2 levels of ghost blade increase the bonus by +1 to a maximum of +5 at 10th level.

**Force Armor (Ex):** At 3rd level and higher, a ghost blade gains more benefit from defensive force spells than other characters. If she casts a force spell that provides an armor bonus or a shield bonus to Armor Class, she increases the spell's normal armor bonus by 2. For example, mage armor normally adds an armor bonus of +4 to the caster's AC, but a ghost blade with this ability who casts mage armor adds an armor bonus of +6 to her AC. this improves by +2 every three levels so a 6th level ghost blade is adding +4 and at 9th level the bonus is equal to a +6 on top of the benefit derived from the spell.

**Deceptive Strike (Ex):** If the ghost blade, of at least 3rd level, has at least 5 ranks in *Sleight of Hand*, he gains a +1 competence bonus to hit with his extent wielded attacks. This bonus increases by +1 for each additional 5 ranks he puts into the skill. This bonus stacks with *Force Specialization*.

**Telekinetic Savant (Ex):** A fourth level a ghost blade gains the ability to cast Telekinesis spontaneously. He can use any spell slot 3rd level or higher to invoke this spell but the DC of the TK is dependent on the spell slot used.

**Versatile Telekinesis (Ex):** A ghost blade learns to combine the three versions of the telekinesis spell or ability, switching from one to another as he likes. For instance, he can use sustained force for 2 rounds, then switch to combat maneuver, then return to using sustained force. The spell or spell-like ability ends after the first use of the violent thrust version, however, or if the ghost blade is unable to maintain concentration. Additionally a ghost blade can, with a successful DC 15 Craft (Weaponsmithing) check, mold the force energy of his spell into a single weapon as a move equivalent action. It imposes the same penalties as a normal weapon of the same size and type would and can only be wielded by the ghost blade. Masterwork items cannot be fashioned. The item fades away when the spell ends.

5th

**Sustained Concentration (Ex):** At 5th level, a ghost blade becomes adept at moving and fighting while maintaining his extent wielding. It only takes a move action, not a standard action, to use the sustained force version of telekinesis (or simply to maintain concentration so the ability doesn't end). The ghost blade can even cast another spell while maintaining concentration on extent wield spells, but doing so requires a successful Concentration check as if the caster were distracted by a nondamaging spell (Concentration check DC equal to the save DC of telekinesis). If the ghost blade beats the DC by 10 or more, he can maintain concentration as a Swift Action. It still takes a standard action to make extent attacks, use combat maneuvers or violent thrusts.

6th

**Enduring Force (Ex):** Force spells cast by a ghost blade of 6th level or higher linger longer than normal, and they are more difficult to counter or dispel. The duration of a force spell cast by the ghost blade is doubled, as if the Extend Spell feat had been applied to it. However, the spell's level and casting time are unchanged. The duration of is extended to "Concentration, up to 2 rounds per level." The same restrictions that apply to extended spells apply to spells affected by enduring force. In addition, the DC required to counter or dispel the ghost blade's force spells increases by 4.

**Improved Violent Thrust (Ex):** At 7th level, a ghost blade's violent thrust version of *telekinesis* becomes more effective. He uses his caster level in place of his base attack bonus when making the attack roll, and he uses his Intelligence modifier (if a wizard) or Charisma modifier (if a sorcerer or a creature with the telekinesis supernatural or spell-like ability) as a bonus on damage rolls if he hurls weapons at the target. Finally, using a violent thrust no longer ends the telekinesis effect, but the ghost blade can't make another violent thrust for 1d4 rounds.

7th

**Telekinetic Jaunt (Ex):** As long as the ghost blade is concentrating on one of his extent wield spells he can as a move action pull himself towards or push himself away from an object. The spell must be strong enough to accomplish this act, i.e. a 7th level ghost blade must weigh less than 85 lbs, including his gear, to use greater mage hand to power his telekinetic jaunts. The ghost blade can move up to his movement in a straight line towards or away from a solid object strong enough to bear his weight. If there is sufficient anchorage the ghost blade essentially has poor maneuverability flight (with the exception that he can move backwards). If there are additional objects of sufficient strength to support the ghost blade within in 20ft of his path the ghost blade' maneuverability increases to average (with the same exception as noted above).

**Bonus Feat:** At 8th level a ghost blade gains a bonus feat from the following list: Improved Bull Rush, Improved Disarm, Improved Grapple, Improved Trip or Weapon Focus (Ranged Spells). If the ghost blade has already taken one of these feats, he may chose another feat which has the previously listed feat as one of its requirements as long as the ghost blade can meet the other requirements of the desired feat.

8th

**Forced Adaptation:** The ghost blade's fluency with force spells by 8th level enables him to understand how other spells might be mimicked using force energy. The ghost blade can select one spell for each spell level he can cast that has a single descriptor of either acid, cold, fire, electric or sonic and create a force empowered version of that spell. The spell copied must be either Abjuration, Conjunction (Creation) or Evocation. The force copy loses the previous descriptor as well as any secondary effects that descriptor might have imparted (i.e. ignite flammable materials, effecting temperature, etc.). Each of these spells is added the ghost blade's spell list and does not count against the number of spells a known or learned per level.

**Fixed in Mind (Ex):** 9th level ghost blade has learned to hold his *telekinesis* spells so firmly in his mind that the duration of this spell is measured in minutes rather than rounds. With Enduring Force, the *telekinesis* spell persists for Concentration (up to 2 minute / level). As long as the ghost blade's other actions are only move equivalent actions, holding concentration on his *telekinesis* spell is a swift action.

9th

**Multi-Blade (Ex):** The ghost blade at 9th level has the focus to wield the two weapons at range. For the purpose of his extent wielding he is considered to have the *Two-Weapon Fighting* feat with all the same penalties that would apply as if he had the feat and was wielding the weapons in his hands. If the Ghost blade already has taken the Two-Weapon Fighting feat then he may chose another feat which has Two-Weapon Fighting as one of its requirements as long as the ghost blade can meet the other requirements of the feat. Alternately he could add a third blade to his extent wielding and he gains the *Multiweapon Fighting* feat (MM pg 304). **Note: The *mage hand* spells only effect a single object therefore cannot be used to wield multiple weapons.**

10th

**Telekinetic Whirlwind (Ex):** When a ghost blade completely masters the way of the reaching strike, he can spin a single weapon so as to strike any opponent within 20ft of where his blade begins the round. This counts as a full attack action. All attacks are made at the ghost blade's best attack bonus. When using *telekinetic whirlwind*, the ghost blade forfeits any bonus or extra attacks granted by other feats, spells, or abilities (such as the Cleave feat or the haste spell). He can use this ability a number of times per day equal to his intelligence modifier.