

incorporeal stalker

Incorporeal stalkers are conflicted necromancers who use the powers of the incorporeal undead even while seeking out and banishing the corruption of undeath from plagued communities.

The incorporeal stalker is an archetype of the necromancer class.

Diminished Spellcasting: An incorporeal stalker gains fewer MP than normal equal to the spell level he gains. For example, an incorporeal stalker of 5th level would only have 6 MP excluding extra MP from Charisma bonus.

Level	Base MP	Spell Level
1 st	2	1 st
2 nd	3	1 st
3 rd	4	2 nd
4 th	5	2 nd
5 th	6	3 rd
6 th	8	3 rd
7 th	11	4 th
8 th	15	4 th
9 th	20	5 th
10 th	24	5 th
11 th	29	6 th
12 th	35	6 th
13 th	42	7 th
14 th	49	7 th
15 th	56	8 th
16 th	65	8 th
17 th	74	9 th
18 th	83	9 th
19 th	92	9 th
20 th	101	9 th

Martial Prowess: An incorporeal stalker's base attack bonus increases by one step (from 1/2 BAB to 3/4 BAB). Also increases incorporeal stalker's hit dice from d6 to d8.

Incorporeal Form (Su): Starting at 1st level, the incorporeal stalker can assume the form of an incorporeal undead. While in this incorporeal form, the incorporeal stalker loses his Constitution score temporarily and uses his Charisma modifier to determine temporary bonus hit points and bonus Fortitude saves instead. In addition, he gains the Undead type (which cannot be dispelled) and gains the abilities granted by his incorporeal form (see below). At 1st level, an incorporeal stalker can assume an incorporeal form for a number of rounds per day equal to 4 + his Charisma modifier. For each level after 1st he possesses, the incorporeal stalker can assume an incorporeal form for 2 additional rounds per day. Temporary increases to Charisma, such as that gained from *elvaaan's splendor*, do not increase the total number of rounds that an incorporeal stalker can assume an incorporeal form per day. An incorporeal stalker can assume an incorporeal form as a swift action. The total number of rounds of incorporeal form per day is renewed after resting for 8 hours, although these hours need not be consecutive.

An incorporeal stalker can end his incorporeal form as a free action, and is fatigued for 1 minute after his incorporeal form ends. This fatigue cannot be reduced or mitigated in any way and applies even to normally

fatigue-immune characters. An incorporeal stalker can't enter a new incorporeal form while fatigued or exhausted, but can otherwise assume an incorporeal form multiple times per day. If an incorporeal stalker falls unconscious, his incorporeal form immediately ends.

While assuming this incorporeal form, the incorporeal stalker becomes Incorporeal (effectively losing his Strength score but gaining a deflection bonus to AC equal to his Charisma modifier), gains a +4 to Dexterity, and Shadow Touch attack that deals 1d6 points of Strength damage to a living creature. In addition, the incorporeal stalker has a channel resistance +2.

This ability replaces bone commander.

Spirit Sense (Sp): At 1st level, an incorporeal stalker can detect the presence of undead; ethereal; or incorporeal creatures. This ability functions like *detect undead*, and the incorporeal stalker detects all of these creatures rather than trying to detect one kind (though it does not reveal what type of undead he has detected).

This ability replaces bolster.

Voices from Beyond the Veil (Su): At 2nd level, the incorporeal stalker's ability to hear and understand spirits of the dead is developed enough to allow him to speak in this tongue as well. As the spirits themselves are mindless, talking to them serves no purpose (though many incorporeal stalkers do so anyway). Incorporeal stalkers may use the language to understand and be understood by undead creatures (all of which know the voice of the incorporeal stalker as a language, even if it is not listed), and to communicate with each other.

This ability replaces undead body.

Improved Incorporeal Form (Su): At 5th level, while in incorporeal form, the incorporeal stalker gains a +4 bonus to Charisma, and an Incorporeal Touch attack (in addition to Shadow Touch) that deals 1d6 points of shadow damage per two necromancer levels to a living creature. In addition, the incorporeal stalker has a channel resistance +4 and darkvision (60 ft.).

This ability replaces fear aura.

Death's Gift (Su): At 9th level, the incorporeal stalker gains ice and shadow resistance 10, as well as DR 10/— against nonlethal damage.

This ability replaces miasma.

Tireless Incorporeal Form (Su): At 19th level and higher, an incorporeal stalker no longer becomes fatigued at the end of his incorporeal form.

This ability replaces final guide.

One Foot in the Grave (Ex): At 20th level, the incorporeal stalker becomes permanently in his incorporeal form, gaining immunity to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms), to bleed, death effects, disease, paralysis, poison, sleep effects, stunning, ice damage, shadow damage, non-lethal damage, sneak attacks, and critical hits. Also gains immunity to any effect that requires a Fortitude save (unless the effect also works on objects or is harmless). The damage reduction from the incorporeal stalker's death's gift ability now affects lethal damage. Unintelligent undead don't notice the incorporeal stalker unless he attacks them. He gains a +4 morale bonus on saving throws made against spells and spell-like abilities cast by undead.

This ability replaces lich transformation.