Alright, now admittedly, this track isn't exactly Ghostbusters. My idea of a Ghost in this case is a creature that can gain or lose the ethereal descriptor, and the track highly revolves around that. I did try to include utility outside of [ethereal] creatures though, and I'd love it if someone could critique this thing into a bloody, pulpy mess for me. One note, I was at a loss for what the seventh circle ability should be, and I'm not a big fan of what it currently is, so that's liable to change in the near future. Otherwise, here's what I call:

**The Etherealist:** Sometimes, things go bump in the night. Usually, our rational minds can find an explanation for this: A tree branch knocking on a window; The cat knocking things over in pursuit of a meal; the local order of Paladins raiding the neighbor’s house again; Teenagers. But sometimes, these things don’t have such a reasonable explanation. Sometimes, things go wrong in the natural order, and barriers tear between this world and the beyond. When the dead don’t rest easy in the grave, when evil spirits spread fear and pain, when holy symbols get torn from the wall and young girls vomit pea soup, you’re the guy they call.

Flavor: ghost hunter counters ghostly abilities, then gains some for himself.

All Etherealist abilities are spell-like abilities which take a standard action to activate, unless otherwise noted. If there are multiple abilities listed for a circle, you gain all of them.

**1st circle- Proton beam:** At will, you may project a beam affecting a single target within [close] range. On a successful attack, this deals 1d4 [force] damage per level you possess. Should two beams, cast by two different Etherealists in the same [round], ever cross, they explode, dealing half of both attack’s total damage in a 30 foot burst, centered on the point of intersection, and rendering both Etherealists [blown away].

**2nd circle- Peirce the Veil:** Once per [encounter], you may charge your Proton beam with specialized energy. On a successful attack against them, you may negate any [miss chance] your target benefits from for 2 [rounds]. If the enemy has no [miss chance], then reduce their AC by 2 for 2 [rounds]. For every additional circle of Etherealist you possess, you may use this ability an additional time. You may never use this ability more times than the number of Etherealist circles you possess minus one, and subsequent uses on the same opponent stack.

 **Weave the veil:** Once per [scene], you may use a move action to bestow a 20% Miss chance to any ally within [close] range. This miss chance lasts until the end of the [encounter]. At fifth circle, this use increases to once per [encounter]. You may target yourself with this ability.

**3rd circle- The spectral buck stops here:** At will, you may spend a full-round action to create an [ethereal] barrier which completely surrounds you, and anything within [close] range of you, though the radius may be smaller if you wish. The Barriers are invisible and intangible on the material plane, but [ethereal] and [incorporeal] creatures cannot exit or enter through any means. The barriers last 2 [rounds] per circle of Etherealist you possess. In addition, while you remain inside the barrier, you may spend a standard action to move it. This re-centers the barrier on yourself; any [ethereal] or [incorporeal]being caught inside the barrier before it was moved remains inside the barrier.

 **Proton Burst:** You can now choose to project your Proton beam as a cone 5 ft long + 5 ft per level. You make one attack roll and compare it to the AC of all creatures in the area, including [invisible] or [ethereal] ones. If this cone is charged with Peirce the Veil, each affected enemy counts as a single use of Peirce the Veil.

 **Proton Exposure:** Once per [encounter], you may charge your Proton beam with bright motes of magical energy that cling to everything inside the proton beam. This functions as the Tactician’s Glitterdust spell, except the motes also reveal [ethereal] and [incorporeal] creatures and objects. This use increases to 2 [encounter] upon reaching the sixth circle of this track.

**4th circle- Ain’t ‘fraid:** You’ve stood your ground against things that would turn a normal man white, and have learned how to seek them out. You are immune to all [fear] effects and also gain the Ghost Hunter feat, even if you do not meet the prerequisites. You may move the +2 bonus to any social or knowledge skill, if you wish.

 **Get back here:** Your Proton Beam now extends to [medium] range when projected as a single target effect. In addition, it forces a reflex save on the target. On an unsuccessful save, that target is [slowed] for 2 [rounds].

**5th circle- Can’t touch this:** Any [miss chance] you benefit from is doubled. In addition, while you benefit from a [miss chance], you gain a +2 [deflection] bonus to AC

**6th circle- Forced crossing:** 3 times per [encounter], you may make a single-target Proton beam attack which, on a hit, forces a will save. On a failed save, creatures with the [ethereal] descriptor lose it for 3 [rounds], and creatures without it become [ethereal] for 2 [rounds]. This ability can also target objects, and must on a missed attack which doesn’t hit any other targets. In this case, the attack affects four 5 ‘ cubes of material, arranged in whatever manner the Etherealist wishes. In this case the Etherealist must roll a will save, using the material’s hardness +10 as DC. A failed save still expends the ability.

**7th circle- Profit Proton Overcharge:** Once per [encounter], you may charge your proton beam with more power than you can reasonably handle. On a successful attack, your proton beam deals double its normal damage to its target and explodes, dealing its normal damage to every creature in a thirty foot radius, permitting a reflex save for half damage. If the attack misses, the beam continues until it hits an obstacle or reaches the end of its natural range, whichever is shorter, before exploding. Simultaneously, you and all creatures in a fifteen foot radius take damage equal to your level.