

SPIRITUALIST

Caster
Level

SPELLS

Spells Known	Spell Save DC	Spells per day	= Basis Spreuken	Bonus Spreuken
		0		WIS - 4 WIS - 8 WIS - 12
		1		
		2		
		3		
		4		
		5		
		6		

Spell Save DC = 10 + WIS + Spell Level

PHANTOM

SHARED CONSCIOUSNESS

While the phantom isn't manifested, Skill Focus (+3 / +6 if you have 10 ranks) to two skills:

+4 to saving throws against mind-affecting effects, and on failing may shunt the effect to the phantom.

Level 12 +8 to saving throws against mind-affecting effects.

ETHERIC TETHER

A phantom is dismissed when it reaches negative hp equal to its Constitution score, but this can be prevented by sacrificing your own hit points.

BONDED SENSES

As a standard action, share the phantom's senses.

Level	ROUNDS PER DAY	Spiritualist Level	Uses Today
2	<input type="text"/> rds =		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Level 10 Always share phantom's senses when manifested.

SPIRITUAL INTERFERENCE

ECTOPLASMIC

Level 4	+2 Shield bonus to AC and circumstance bonus to all saves when within reach.	+2 Circumstance bonus to saves against mind-affecting effects when within 30ft.
Level 12	+4 To AC and saves	+4 Bonus to saves against mind-affecting effects.
	+2 For allies	+2 For allies

PHANTOM RECALL

Level 6 Instantly call your phantom to your side or return it to your mind.
Activate bonded manifestation at the same time, at the cost of 1 round of use.

FUSED CONSCIOUSNESS

Level 10 Gain spirit's emotional focus bonus (skills and saves) even when phantom is not manifested.

SPIRITUAL BOND

Level 14 Damage below 0hp is transferred to phantom instead.

EMPOWERED CONSCIOUSNESS

Level 20 While phantom is not manifested, spiritualist is immune to mind-affecting effects and possession.

KNOWN SPELLS

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BONDED MANIFESTATION

As a swift action, manifest aspects of your phantom in your own body.

Level	ROUNDS PER DAY	Spiritualist Level	Uses Today
3	<input type="text"/> rds =	+ 3	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
17	<input type="text"/> rds =	(<input type="text"/> × 2) + 3	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

ECTOPLASMIC

+4 Shield bonus to AC, which applies to incorporeal attacks.

Level 8 2 × ectoplasmic tendrils can manipulate objects or attack as a standard or swift action using ectoplasmic manifested phantom's stats:

Anavalsbonus

Damage

Level 13 +6 Armour bonus to AC.

Level 18 As a full round action, attack all foes in range. Take the better of two attack rolls, and use that for all attacks.

Critical

Confirm up to one critical.

x

INCORPOREAL

Shroud of insubstantial mist grants concealment against ranged attacks.

Level 8 Melee and unarmed attacks gain ghost touch.

Level 13 As a standard action, become invisible until your next turn.

Level 18 Become incorporeal, fly (30 ft, good)

SPELL-LIKE ABILITIES

DETECT UNDEAD

Level	First round	Second round	Third round
5	Presence of an undead aura.	Number of auras, and strongest. Risk of being overwhelmed.	Strength and location of each undead aura.

CALM SPIRIT

Level 7 Calm an agitated haunt or ghost. Requires a caster level check.

Level 11 Twice a day

Level 15 Thrice a day

Level 19 Four times a day

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SEE INVISIBILITY

Level 9 See invisibility for 10 minutes.

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CALL SPIRIT

Level 16 Summon a specific spirit. The difficulty depends on how well you know the individual and whether you have a physical connection.

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