

SPIRITUALIST

Caster
Level

SPELLS

Spells Known	Spell Save DC	Spells per day	= Base Spells	+ Bonus Spells
		0		WIS - 4 WIS - 8 WIS - 12
		1		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		2		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		3		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		4		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		5		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		6		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

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"/>

Level **10** Always share phantom's senses when manifested.

SPIRITUAL INTERFERENCE

	ECTOPLASMIC	INCORPOREAL
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

0

1

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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 =		<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="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:

Attack Bonus

Damage

Level **13** **+6** Armor 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 **5** *First round* Presence of an undead aura.
Second round Number of auras, and strongest. Risk of being overwhelmed.
Third round 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

Today
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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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