SPIRITUALIST Caster Level					KNOWN SPELLS										
SPELLS						_									
Spells							0 _								
Know	n Save DC	per day	Spells 4 8 2				1								
	0 SIM WIS														
	1 7777														
	2			2											
	3						2 								
	4														
	5						3								
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:															
											5				
												+4 to saving throws	against mir	nd-affecting effects.	
					and on failing may shunt the effect to the phantom.										
Level	+8 to saving throws against mind-affecting effects.				6										
12															
ETHERIC TETHER A phantom is dismissed when it reaches negative hp equal to its					В	ONDED M	ANIFES	TATION	*						
Constitution score, but this can be prevented by sacrificing your own hit points.					As a swift action, manifest aspects of your phantom in your own body.										
own n	<u> </u>			Level	ROUNDS Spiritualist PER DAY Level				Uses Today						
	BONDED SENSES As a standard action, share the phantom's senses.			3		+ 3									
Level 2	ROUNDS Spiritualist Uses PER DAY Level Today rds =														
				Level	ROUNDS Spiritualist PER DAY Level										
				17											
Level															
10	Always share phantoin s senses when mannested.				ECTOPLASMIC			INCORPOREAL							
	SPIRITUAL INTERFERENCE				+4 Shield bonus to AC, which incorporeal attacks.	Shield bonus to AC, which applies to		Shroud of insubstantial mist grants concealment against ranged attacks.							
Level 4	ECTOPLASMIC		INCORPOREAL		2 × ectoplasmic tendrils can manipulate objects										
	+2 Shield bonus to AC ar circumstance bonus t all saves when within reach.	nus to	2 Circumstance bonus to saves against mind-	8	or attack as a standard or swift	ft action using	s Level	Melee and unarmed attacks gain ghost touc							
		thin	affecting effects when within 30ft.		ectoplasmic manifested phantom's stats: Attack Bonus Damage		Level	Level As a standard action, become invisible un							
	+4 To AC and saves				Attuck Bollus	Dumage	13	your next turn.	ome invisible until						
Level	14 10 10 and ouved		mind-affecting effects.				 Level								
	+2 For allies	+	2 For allies	Level 13	+6 Armor bonus to AC.		18	Become incorporeal, fly (3	30 ft, good)						
Level 6	PHANTOM RECALL 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.														
				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.	×									
10	Gain spirit's emotional focus bonus (skills and saves) even when phantom is not manifested. SPIRITUAL BOND Damage below 0hp is transferred to phantom instead.			T		SPELL-LI	KE ABII	LITIES	*						
				Laval	DETECT UNDEAD First round Presence of an undead aura.										
Level 14				5	Level										
4						Third round Sti	rength and I	ocation of each undead au	ra.						
Level 20	EMPOWERED CONSCIOUSNESS While phantom is not manifested, spiritualist is immune to mind-affecting effects and possession.			Level	CALM SPIRIT Calm an agitated haunt or ghos	st. Requires a ca	ster level ch	neck.	T						
20				7	Level Level Twice a day	Thrice a day	Level Fo	our times a day	Today □□						
					11 15		19	,							
			Level 9	SEE INVISIBILITY See invisibility for 10 minutes.				☐ Today							
					CALL SPIRIT Summon a specific spirit. The difficulty depends on how well you know the individual Today										
				_ 0	and whether you have a physic	al connection.									