

# SPIRITUALIST

Caster  
Level

## SPELLS

Spells Known	Spell Save DC	Spells per day	Basis = 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			
	rds =		

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.

Level **12** **+4** To AC and saves

**+2** For allies

#### INCORPOREAL

**+2** Circumstance bonus to saves against mind-affecting effects when within 30ft.

**+4** Bonus to saves against mind-affecting effects.

**+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
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	rds =	+ 3	□□□ □□□ □□□ □□□ □□□ □□□
17			
	rds = ( × 2 ) + 3		□□□□ □□□□ □□□□ □□□□ □□□□ □□□□

## 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:

Aanvalsbonus	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.

Confirm up to one critical. 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	Twice a day	Thrice a day	Four times a day
11		15	19

Today  
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□□

### SEE INVISIBILITY

Level **9** See invisibility for 10 minutes.

□ Today

### 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.

□ Today