

SPIRITUALIST

Caster
Level

SPELLS

Spells Known	Spell Save DC	Spells per day	= Basis Spreuken	Bonus Spreuken
		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

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.
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:

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.

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

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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