

MEDIUM

Caster Level

SPELLS

Spells Known	Spell Save DC	Spells per day	=	Base Spells	+	Bonus Spells
		0				CHA - 4 CHA - 8 CHA - 12
		1	/	/		
		2	/	/		
		3	/	/		
		4	/	/		

Spell Save DC = 10 + CHA + Spell Level

INFLUENCE

1

- 3 At 3 influence, struggle for control of yourself. -2 Initiative; +4 vs possession; +2 vs mind-affecting
- 5 At 5 influence, surrender all control of yourself to the spirit until the next morning.

Level 9 PROPITIATION Once a day, spend 10 minutes on a ritual to appease your channelled spirit.

SPIRIT SURGE

Once per round, add 1d6 to the result of a failed d20 roll that included your spirit bonus.

Level 10 +1d8 Level 20 +1d10

Level 19 SPIRIT MASTERY Use spirit surge twice a day without incurring influence.

SHARED SEANCE

Level 2 Share your spirit's seance boon with all allies who joined the seance.

LOCATION CHANNEL

At the site of a person's death, or a place precious to them in life, call their spirit into your body.

Level 5 You cannot talk while possessed, so only your allies may ask questions of the deceased.

You cannot summon a spirit which is currently undead. You cannot summon the same spirit within 24 hours.

Level 7 CONNECTION CHANNEL Perform location channel anywhere as long as you or one of your allies has a personal connection to the deceased.

ASK THE SPIRITS

Send your mind to the astral plane to ask the spirits advice, as if using *contact other plane*.

Level 13 Automatically succeed at the Intelligence check to avoid Intelligence and Charisma damage.

Level 14 ASTRAL JOURNEY Enter a coma and project yourself to the astral plane as if using *astral projection*.

SPACIOUS SOUL

If an ally who participated in your seance today dies within line of sight and effect, accept their soul into yours.

Each round on your turn, decide between you which soul will control your body. If you cannot agree, roll opposed Charisma checks to establish dominance for the next hour.

Level 18 When the ally acts with your body, they use their own base attack bonus, spells, caster level and other abilities, but your physical scores.

This suppresses your spirit's bonus, seance boon, spirit powers and spirit surge ability.

KNOWN SPELLS

0

1

2

3

4

SPIRITS

Spend one hour in a seance to channel a legendary spirit.

	<input type="checkbox"/> Archmage	<input type="checkbox"/> Champion	<input type="checkbox"/> Guardian	<input type="checkbox"/> Hierophant	<input type="checkbox"/> Marshal	<input type="checkbox"/> Trickster
Spirit Bonus						
Seance Boon						
3 Influence Penalty						
<input type="checkbox"/> Taboo						
Level 1 Spirit Power						
6 Spirit Power						
11 Spirit Power						
17 Spirit Power						

SPIRIT BONUS Medium Level
 = 1 + (÷ 4) (Round down)

TABOO

Level 2 Optionally accept a taboo relevant to the channelled spirit. While you follow this taboo, you may use spirit surge twice per round.

Breaking the taboo increases the spirit's influence and imposes a penalty of: -2 to attacks, damage, ability and skill checks, and saving throws for 1 hour.

5 If influence reaches 5 due to breaking a taboo, the spirit leaves your body, taking all bonuses with it. You cannot channel the same type of spirit for 1 week, and next time you do channel that type of spirit it will start with 2 influence rather than 1.

TRANCE OF THREE

Level 15 As a swift action channel a second legendary spirit, gaining its intermediate spirit power. This lasts for 1 round per level.

	<input type="checkbox"/> Archmage	<input type="checkbox"/> Champion	<input type="checkbox"/> Guardian	<input type="checkbox"/> Hierophant	<input type="checkbox"/> Marshal	<input type="checkbox"/> Trickster
Spirit Power						

ASTRAL BEACON

Level 20 As a free action channel any of the spirits for 1 round, gaining access to their intermediate, greater and supreme spirit powers.