

Owain Llewellyn

Player: Scott David Gray

Male human (Shoanti) spiritualist (geist channeler) 1,
Silver Crusade faction - CR 1/2

Neutral Good humanoid (Human); Deity: **Green Faith**; Age: **46**; Height: **5' 9"**; Weight: **175 lb.**; Eyes: **Blue**; Hair: **Dark brown**; Skin: **Olive**

Ability	Score	Modifier	Temporary
STR STRENGTH	16	+3	
DEX DEXTERITY	12	+1	
CON CONSTITUTION	14	+2	
Heart of the Wilderness +0 : +5 bonus to stabilize			
INT INTELLIGENCE	14	+2	
WIS WISDOM	14	+2	
CHA CHARISMA	8	-1	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+4	=	+2	+2			
REFLEX (DEXTERITY)	+1	=		+1			
WILL (WISDOM)	+4	=	+2	+2			

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 15	=	+4		+1				

Touch AC	Flat-Footed AC	BAB	Strength	Size	Misc
11	14				

CM Bonus	+	=	-	+3	-	-
+3	=	-	+3	-	-	

CM Defense	14	=	10	BAB	Strength	Dexterity	Size
14	=	10	-	+3	+1	-	

Base Attack	HP
+0	11

Initiative	Speed	Damage / Current HP
+1	30 ft	

Dagger

Main hand: **+3, 1d4+3**

Main w/ offhand: **-3, 1d4+3**

Main w/ light off: **-1, 1d4+3**

Offhand: **-5, 1d4+1**

Ranged: **+1, 1d4+3**

Ranged w/ offhand: **-5, 1d4+3**

Ranged w/ light off: **-3, 1d4+3**

Ranged offhand: **-7, 1d4+1**

Scythe

Both hands: **+3, 2d4+4**

Crit: **x4**
2-hand, P/S, Trip

Character Number: 14034 - 47



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	-1	DEX (1)	-	
Appraise	+2	INT (2)	-	
Bluff	-1	CHA (-1)	-	
Climb	+1	STR (3)	-	
Craft (alchemy)	+6	INT (2)	1	
Diplomacy	-1	CHA (-1)	-	
Disguise	-1	CHA (-1)	-	
Escape Artist	-1	DEX (1)	-	
Fly	-1	DEX (1)	-	
Heal	+6	WIS (2)	1	
Intimidate	-1	CHA (-1)	-	
Knowledge (nature)	+7	INT (2)	1	
Perception	+10	WIS (2)	1	
Profession (herbalist)	+6	WIS (2)	1	
Ride	-1	DEX (1)	-	
Sense Motive	+2	WIS (2)	-	
Stealth	-1	DEX (1)	-	
Survival	+7	WIS (2)	1	
Swim	+1	STR (3)	-	

Feats

Armor Proficiency (Light)

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Phantom Fighter

Your phantom's natl wep are treated as having the *ghost touch* property, plus spells can be Ecto.

Simple Weapon Proficiency - All

Proficient with all simple weapons.

Skill Focus (Perception)

You get a +3 bonus on all checks involving the chosen skill.

Traits

Know the Land (Survival)

Your familiarity with the plants and animals of a variety of environments gives you a +1 trait bonus on Knowledge (nature) and Survival checks, and one of these skills becomes a class skill for you.

Seeker

You are always on the lookout for reward and danger. You gain a +1 trait bonus on Perception checks, and Perception is always a class skill for you.

Sling

Ranged: **+1, 1d4+3**

Crit: x2

Ranged, both hands: **+1, 1d4+4**

Rng: 50'
1-hand, B

Ranged w/ offhand: **-5, 1d4+3**

Ranged w/ light off: **-3, 1d4+3**

Ranged offhand: **-9, 1d4+1**

Sling bullets

Crit: N/A
Ammo

Unarmed strike

Main hand: **+3, 1d3+3 nonlethal**

Crit: x2

Main w/ offhand: **-3, 1d3+3**

Light, B, Nonlethal

nonlethal

Main w/ light off: **-1, 1d3+3**

nonlethal

Offhand: **-5, 1d3+1 nonlethal**

Lamellar (leather) armor

+4

Max Dex: +3, Armor Check: -2

Spell Fail: 20%, Light

Gear

Total Weight Carried: 75/230 lbs, Encumbrance Ignored

(Light: 76 lbs, Medium: 153 lbs, Heavy: 230 lbs)

Alchemist's fire <In: Backpack (25 @ 28.5 lbs)> 1 lb

Alchemist's kindness x2 <In: Backpack (25 @ 28.5 lbs)> -

Alchemy crafting kit <In: Backpack (25 @ 28.5 lbs)> 5 lbs

Backpack (25 @ 28.5 lbs) 2 lbs

Bedroll 5 lbs

Belt pouch (6 @ 2.5 lbs) 0.5 lbs

Dagger 1 lb

Flask <In: Backpack (25 @ 28.5 lbs)> 1.5 lbs

Flask <In: Backpack (25 @ 28.5 lbs)> 1.5 lbs

Flint and steel <In: Belt pouch (6 @ 2.5 lbs)> -

Hat 0.5 lbs

Holly and mistletoe <In: Belt pouch (6 @ 2.5 lbs)> -

Keros oil x2 <In: Backpack (25 @ 28.5 lbs)> -

Kumis (per wineskin) x2 <In: Backpack (25 @ 28.5 lbs)> 1.5 lbs

Lamellar (leather) armor 25 lbs

Mess kit <In: Backpack (25 @ 28.5 lbs)> 1 lb

Money -

Pot <In: Backpack (25 @ 28.5 lbs)> 4 lbs

Saw <In: Backpack (25 @ 28.5 lbs)> 2 lbs

Scythe 10 lbs

Sling -

Sling bullets x3 <In: Belt pouch (6 @ 2.5 lbs)> 0.5 lbs

Soap <In: Backpack (25 @ 28.5 lbs)> 0.5 lbs

Experience & Wealth

Experience Points: 1/3

Current Cash: **10 pp**

Silver Crusade: **Fame: 1, PP: 1**

Gear

Total Weight Carried: 75/230 lbs,

Encumbrance Ignored

(Light: 76 lbs, Medium: 153 lbs, Heavy: 230 lbs)

Street meat x3 <In: Backpack (25 @ 28.5 lbs)> 0.5 lbs

String or twine <In: Backpack (25 @ 28.5 lbs)> 0.5 lbs

Sunrod x2 <In: Backpack (25 @ 28.5 lbs)> 1 lb

Trail rations x5 <In: Backpack (25 @ 28.5 lbs)> 1 lb

Traveler's outfit (Free) -

Whetstone <In: Belt pouch (6 @ 2.5 lbs)> 1 lb

Special Abilities

Emotionless

A geist channeler's phantom doesn't have an emotional focus; instead, it is cold and devoid of emotions. The phantom gains a number of ranks in Knowledge (arcana) and Knowledge (religion) equal to its Hit Dice. While

Etheric Tether (Su)

At 1st level, a spiritualist can force the phantom to manifest in an area around her by pushing the phantom's consciousness through the veil of ethereal essence, allowing it to fully manifest in either ectoplasmic or incorporeal form.

Geistform Phantom (Su)

A geist channeler's phantom can't manifest in ectoplasmic form, and is limited to manifesting in incorporeal form. As a result, the phantom has no Strength score, and has a starting Wisdom score of 12. Instead of gaining two slam

Heart of the Wilderness +0

Humans raised in the wild learn the hard way that only the strong survive. They gain a racial bonus equal to half their character level on Survival checks. They also gain a +5 racial bonus on Constitution checks to stabilize when

Phantom (Incorporeal Manifestation)

A spiritualist begins play with the aid of a powerful and versatile spirit entity called a phantom. The phantom forms a link with the spiritualist, who forever after can either harbor the creature within her consciousness or manifest it as

Phantom Link (Su)

A spiritualist and her phantom share a mental link that allows for communication across distances (as long as they are on the same plane). This communication is a free action that can be performed even when it isn't

Share Spells with Phantom (Ex)

The spiritualist can cast a spell with a target of "you" on her phantom (as a spell with a range of touch) instead of on herself. A spiritualist can cast spells from the spiritualist spell list on her phantom even if the spells normally do not

Shared Consciousness (1/day) (Su)

At 1st level, while a phantom is confined in a spiritualist's consciousness (but not while it's fully manifested or banished to the Ethereal Plane), it grants the spiritualist the Skill Focus feat in two skills determined by the phantom's

Tracked Resources

Alchemist's fire

Alchemist's kindness

Dagger

Keros oil

Kumis (per wineskin)

Shared Consciousness (1/day) (Su)

Sling bullets

Street meat

Tracked Resources

Sunrod
Trail rations

Languages

Common Shoanti
Gnome Varisian

Spells & Powers

Spiritualist (Geist Channeler) spells known (CL 1st; concentration +3)

Melee Touch +3 Ranged Touch +1

1st (2/day)—*anticipate peril*^{UM} (DC 13), *cure light wounds*

0th (at will)—*grave words*^{OA}, *guidance*, *mage hand*, *telekinetic projectile*^{OA}

Companions

Little Steffan Llewellyn

Male phantom (*Pathfinder RPG Occult Adventures*)

N Small outsider (incorporeal, phantom)

Init +2; **Senses** darkvision 60 ft.; Perception +1

Defense

AC 14, touch 14, flat-footed 12 (+1 deflection, +2 Dex, +1 size)

hp 6 (1d10+1)

Fort +1, **Ref** +4, **Will** +5

Defensive Abilities incorporeal

Offense

Speed 30 ft.

Melee unarmed strike +4 (1d2+2 nonlethal) or slam +5 (1d6+3)

Statistics

Str —, **Dex** 14, **Con** 13, **Int** 7, **Wis** 12, **Cha** 13

Base Atk +1; **CMB** +2; **CMD** 13

Feats Iron Will, Weapon Focus (slam)

Skills Intimidate +5, Knowledge (arcana) +2, Knowledge (religion) +2

Languages Common

SQ incorporeal, smaller size^{OA}, unnerving touch

Situational Modifiers

Constitution Check

Heart of the Wilderness +0 : +5 bonus to stabilize

Background

There was stress in Owain's married life, but nothing unusual. His wife, Neirin, wasn't as cut out for life in the woods as she thought, but she tried to make do. Owain was an herbalist, so needed to stay within reach of the village in order to sell his remedies, but because he had to find various herbs and mushrooms first, at strange hours of the morning, they lived in the woods, and planted their small-but-adequate subsistence garden by their shack.

Over time Neirin became more settled into their life, which included their first child -- a son -- named Steffan. Steffan's parents, like all parents, knew that Steffan was the handomest, smartest, most well-meaning boy in the world. Which is why, when he died of Pneumonia at age 5, his parents were devastated.

Over the course of those first months this sorrow would have been rough enough on their marriage -- with work on the small garden plot and repairs to the shack to do, during their period of grief. But then Owain would constantly speak to Steffan; like he was there, even knowing that Steffan was dead.

This was too much for Neirin to take, and she left Owain's cottage to return to her family's farm. Her family welcomed Owain, who came with small gifts, and generally in a sober and careful mood. But then, one day, Owain returned with something that had Steffan's form and visage in tow, and declared that "thorough the Strength of my faith and love, Steffan has come home!"

They swore at Owain, telling him that daemons take pleasing shapes, and noting that the geist seemed ever cold and distant. And when Owain shouted back that they were being cruel and afraid of good fortune, his wife, Neirin, told Owain to never return to her with that "dark thing.

For these past four years Owain has concocted potion after potion, but has found nothing that might restore a greater semblance of life to little Steffan. Knowing that the surest and easiest way to travel and see the wonders of the world -- perhaps to find a restorative for the geist Steffan -- was to join one of the two major archaeological societies, Owain flipped a coin; since it came up Heads, he joined the Pathfinders.

Sourcebooks Used

- **Advanced Player's Guide / Advanced Race Guide** - Heart of the Wilderness (alternate racial trait)
- **Advanced Player's Guide / Adventurer's Armory / Pathfinder Society Field Guide** - String or twine (equipment)
- **Advanced Player's Guide / Adventurer's Armory / Ultimate Equipment** - Saw (equipment)
- **Advanced Player's Guide / Ultimate Equipment** - Alchemist's kindness (equipment); Alchemy crafting kit (equipment)
- **Advanced Race Guide** - Focused Study (alternate racial trait)
- **Adventurer's Armory / Ultimate Equipment** - Keros oil (equipment)
- **Faiths of Balance / Inner Sea Gods** - Know the Land (trait)
- **Inner Sea Races / Inner Sea World Guide** - Shoanti (race option); Shoanti (language); Varisian (language)
- **Occult Adventures** - Geist Channeler (archetype); Grave Words (spell); Phantom Fighter (feat); Spiritualist (class); Telekinetic Projectile (spell)
- **Ultimate Campaign** - Seeker (trait)
- **Ultimate Combat / Ultimate Equipment** - Lamellar (leather) armor (armor)
- **Ultimate Equipment** - Hat (equipment); Kumis (per wineskin) (equipment); Mess kit (equipment); Street meat (equipment)
- **Ultimate Magic** - Anticipate Peril (spell)

Phantom Fighter**Feat**

Your phantom is a deadly foe of incorporeal adversaries.

Prerequisites: Phantom class feature, phantom with the magic attacks ability.

Benefit: Your phantom's natural weapons are treated as having the *ghost touch* property. In addition, when you cast a touch spell to be delivered by your phantom, you can modify the spell as if you possessed the Ectoplasmic Spell ^{APG} metamagic feat.

Appears In : Occult Adventures

Skill Focus (Perception)**Feat**

Choose a skill. You are particularly adept at that skill.

Benefit: You get a +3 bonus on all checks involving the chosen skill. If you have 10 or more ranks in that skill, this bonus increases to +6.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new skill.

Appears In : Not Consolidated Skills

Know the Land (Survival)**Trait**

Your familiarity with the plants and animals of a variety of environments gives you a +1 trait bonus on Knowledge (nature) and Survival checks, and one of these skills becomes a class skill for you.

Appears In : Faiths of Balance, Inner Sea Gods

Seeker**Trait**

You are always on the lookout for reward and danger. You gain a +1 trait bonus on Perception checks, and Perception is always a class skill for you.

Appears In : Ultimate Campaign

Heart of the Wilderness +0**Unknown**

Humans raised in the wild learn the hard way that only the strong survive. They gain a racial bonus equal to half their character level on Survival checks. They also gain a +5 racial bonus on Constitution checks to stabilize when dying and add half their character level to their Constitution score when determining the negative hit point total necessary to kill them. This racial trait replaces skilled.

Appears In : Advanced Player's Guide, Advanced Race Guide

Emotionless**Class Ability (Spiritualist)**

A geist channeler's phantom doesn't have an emotional focus; instead, it is cold and devoid of emotions. The phantom gains a number of ranks in Knowledge (arcana) and Knowledge (religion) equal to its Hit Dice. While confined in the geist channeler's consciousness, the phantom grants the geist channeler Skill Focus in each of these skills. The phantom has good Reflex and Will saves, and gains Iron Will as a bonus feat, as well as the following abilities.

Ethereic Tether (Su)**Class Ability (Spiritualist)**

At 1st level, a spiritualist can force the phantom to manifest in an area around her by pushing the phantom's consciousness through the veil of ethereal essence, allowing it to fully manifest in either ectoplasmic or incorporeal form. Whenever her manifested phantom takes enough damage to send it back to the Ethereal Plane, as a reaction to the damage, the spiritualist can sacrifice any number of her hit points without using an action. Each hit point sacrificed in this way prevents 1 point of damage dealt to the phantom. This can prevent the phantom from being sent back to the Ethereal Plane.

This tether is limited. When the phantom is fully manifested, it and the spiritualist must remain within 50 feet of one another for the phantom's manifestation to stay stable with little to no concentration on the part of the spiritualist. The spiritualist can stretch the limited tether, but only when the phantom is in ectoplasmic form. When a spiritualist starts her turn and her ectoplasmic phantom is more than 50 feet away from her (but closer than 100 feet), the spiritualist must concentrate on the link as a full-round action that provokes attacks of opportunity or the ectoplasmic phantom immediately returns to the Ethereal Plane and cannot be summoned from that plane for 24 hours. This concentration can be interrupted as if it were a spell. Treat this effect's spell level as equal to 1 + 1 per 10 feet farther than 50 feet that the phantom is from the spiritualist (maximum spell level 6th). If the tether is interrupted or the check fails, the phantom immediately snaps back into the consciousness of its spiritualist master.

If the ectoplasmic phantom is ever more than 100 feet away from its spiritualist, or the incorporeal phantom is ever 50 feet away from the spiritualist or outside of line of effect from the spiritualist for more than 1 round per spiritualist level the spiritualist possesses, the tether is automatically broken; the phantom immediately returns to the Ethereal Plane and can't be summoned from that plane for 24 hours.

Geistform Phantom (Su)**Class Ability (Spiritualist)**

A geist channeler's phantom can't manifest in ectoplasmic form, and is limited to manifesting in incorporeal form. As a result, the phantom has no Strength score, and has a starting Wisdom score of 12. Instead of gaining two slam attacks, it gains only a single slam attack that deals 1d8 points of damage. The slam attack's damage increases to 1d10 points at 5th level, to 2d6 at 10th level, to 2d8 at 15th level, and 2d10 at 20th level (assuming the phantom is Medium). The phantom does not gain the magic attacks ability at 4th level.

While manifested incorporeally, a geist channeler's phantom can attack only other incorporeal creatures. Because the phantom is incorporeal, the damage it deals to such creatures is not reduced as a result of them being incorporeal. At 5th level, the phantom can take a swift action to infuse itself with trace amounts of ectoplasm so it can attack corporeal creatures for 1 round. During that time, it deals half damage to corporeal creatures with its slam, and corporeal creatures with nonmagical weapons deal half damage to the phantom. At 10th level, when the phantom infuses itself, its attacks deal normal damage to corporeal creatures.

This ability alters the phantom.

Phantom (Incorporeal Manifestation) Class Ability (Spiritualist)

A spiritualist begins play with the aid of a powerful and versatile spirit entity called a phantom. The phantom forms a link with the spiritualist, who forever after can either harbor the creature within her consciousness or manifest it as an ectoplasmic or incorporeal entity. A phantom has the same alignment as the spiritualist, and it can speak all the languages its master can. A spiritualist can harbor her phantom in her consciousness (see the shared consciousness class feature on page 73), manifest it partially (see the bonded manifestation class feature on page 74), or fully manifest it. A fully manifested phantom is treated as a summoned creature from the Ethereal Plane, except it is not sent back to the Ethereal Plane until it is reduced to a negative amount of hit points equal to or greater than its Constitution score.

A spiritualist can fully manifest her phantom through a ritual that takes 1 minute to perform. When the phantom is fully manifested, the spiritualist can change the form of the phantom's manifestation (either from ectoplasmic to incorporeal or vice versa) as a full-round action that provokes attacks of opportunity. When the phantom manifests, its hit points are unchanged from the last time it manifested, unless the phantom was slain and returned to the Ethereal Plane; in this case, the phantom manifests with half its maximum number of hit points. The phantom does not heal naturally, and can be healed only with magic or by being tended to with the Heal skill while fully manifested in ectoplasmic form. The phantom stays fully manifested until it is either returned to the spiritualist's consciousness (a standard action) or banished to the Ethereal Plane. If the phantom is banished to the Ethereal Plane, it can't return to the spiritualist's consciousness or manifest again for 24 hours.

While fully manifested, a phantom can't be returned to the Ethereal Plane by means of *dispel magic*, but spells such as *dismissal* and *banishment* work normally. Whenever the spiritualist is unconscious or asleep, the phantom immediately returns to the spiritualist's consciousness. If the spiritualist dies, the phantom is returned to the Ethereal Plane, and can't return to the spiritualist's consciousness until 24 hours after the spiritualist is brought back to life. A phantom can't be dismissed or banished (by a spell or any other similar effect) while it resides in the spiritualist's consciousness, as the phantom is protected from such effects by the power of the spiritualist's psyche.

Fully manifested phantoms can wear armor and use items (though not wield weapons) appropriate to their forms. Any items worn, carried, or held by a phantom are dropped when the phantom returns to the spiritualist's consciousness, and must be retrieved and donned anew if the phantom wishes to use them when it fully manifests in the future.

Phantoms are self-involved, even jealous, creatures that do not play well with other summoned companions. A phantom refuses to manifest (either fully or as part of a bonded manifestation; see Bonded Manifestation on page 74) in the presence of an eidolon or shadow summoned by the phantom's master. Furthermore, if a phantom is manifested when such a creature is summoned, it immediately retreats into its spiritualist's consciousness, and will not manifest again until the eidolon or shadow is dismissed.

A fully manifested phantom's abilities, feats, Hit Dice, saving throws, and skills are tied to the spiritualist's class level and increase as the spiritualist gains levels. See the Phantoms section starting on page 78 for more information.

Phantom Link (Su) Class Ability (Spiritualist)

A spiritualist and her phantom share a mental link that allows for communication across distances (as long as they are on the same plane). This communication is a free action that can be performed even when it isn't the spiritualist's turn, but the spiritualist and the phantom must both be conscious to communicate in this way. This allows the spiritualist to give orders to her phantom at any time. Magic items interfere with a spiritualist's connection to her phantom; as a result, the spiritualist and her phantom share magic item slots. For example, if the spiritualist is wearing a magic ring, her phantom can wear only one magic ring. In the case of a conflict, the items worn by the spiritualist remain active, and those worn by the phantom become dormant. The phantom must possess the appropriate appendages to utilize a magic item.

Share Spells with Phantom (Ex) Class Ability (Spiritualist)

The spiritualist can cast a spell with a target of "you" on her phantom (as a spell with a range of touch) instead of on herself. A spiritualist can cast spells from the spiritualist spell list on her phantom even if the spells normally do not affect creatures of the phantom's type (outsider). This ability does not allow the phantom to share abilities that aren't spells, even if they function like spells.

Shared Consciousness (1/day) (Su) Class Ability (Spiritualist)

At 1st level, while a phantom is confined in a spiritualist's consciousness (but not while it's fully manifested or banished to the Ethereal Plane), it grants the spiritualist the Skill Focus feat in two skills determined by the phantom's emotional focus, unless the spiritualist already has Skill Focus in those skills. It also grants a +4 bonus on saving throws against all mind-affecting effects; at 12th level, this bonus increases to +8. Lastly, once per day, when the spiritualist fails a saving throw against a mind-affecting effect, as an immediate action she can shunt that effect into the phantom's section of her consciousness instead. When she does so, she is not affected by the mind-affecting effect, but for the normal duration of that effect, the spiritualist loses the bonuses on saving throws against mind-affecting effects and the Skill Focus effects granted by her phantom, and can't use this ability to shunt a mind-affecting effect into the phantom's consciousness or manifest her phantom in any way. When a mind-affecting effect is shunted into the phantom's consciousness, spells such as *dispel magic* and *break enchantment* can be cast on the spiritualist to end the effect's duration as if the spiritualist were affected by the mind-affecting effect.

Owain Llewellyn, Spiritualist (Geist Channeler) 1 – Spells

Grave Words

Spiritualist 0

School necromancy [language-dependent]
Casting Time 1 minute
Components E
Range touch
Target one dead creature
Duration 1 round

With this spell and a touch, you can force a corpse talk to you, but you can't ask it specific questions or communicate with it at all. The corpse will start babbling for 1 round, spitting out random sentences. There is a 10% chance this information is of some use to the caster, but it is difficult to distinguish whether the information is useful (the GM makes the percentile roll in secret).

Useful information may include warnings about dangers deeper in a dungeon, the command word to a magic item, or even vague and spectral warnings of your or your companions' future. The GM decides what information, useful or not, the corpse spews out in its babbling.

Once a corpse has been subject to *grave words* by any caster, any new attempt to cast *grave words* on that corpse fails. You can cast this spell on a corpse that has been deceased for any amount of time, but the head of the corpse must have a mouth in order to speak at all. This spell doesn't affect a corpse that has been turned into an undead creature.

Appears in : Occult Adventures

Guidance

Spiritualist 0

School divination / void elemental
Casting Time 1 action
Components T, E
Range touch
Target creature touched
Duration 1 minute or until discharged
Saving Throw Will negates (harmless); **Spell Resistance** yes

This spell imbues the subject with a touch of divine guidance. The creature gets a +1 competence bonus on a single attack roll, saving throw, or skill check. It must choose to use the bonus before making the roll to which it applies.

Mage Hand

Spiritualist 0

School transmutation
Casting Time 1 action
Components T, E
Range close (25 + 5 ft./2 levels)
Target one nonmagical, unattended object weighing up to 5 lbs.
Duration concentration
Saving Throw none; **Spell Resistance** no

You point your finger at an object and can lift it and move it at will from a distance. As a move action, you can propel the object as far as 15 feet in any direction, though the spell ends if the distance between you and the object ever exceeds the spell's range.

Telekinetic Projectile

Spiritualist 0

School evocation
Casting Time 1 action
Components T, E
Range close (25 + 5 ft./2 levels)
Duration instantaneous
Saving Throw no; **Spell Resistance** no

You fling an object weighing up to 5 pounds at the target. You must succeed at a ranged attack (not a ranged touch attack) to hit your target; if you hit, you deal 1d6 points of bludgeoning damage to both the target and the object. The type of object thrown doesn't change the damage type or any other properties of the attack, even if you throw a weapon or magic item in this way.

Appears in : Occult Adventures

Anticipate Peril

Spiritualist 1

School divination
Casting Time 1 action
Components T, E
Range touch
Target creature touched
Duration 1 minute/level or until activated
Saving Throw DC 13 Will negates; **Spell Resistance** yes

A creature affected by anticipate peril gains a preternatural sense of danger. The first time during this spell's duration that the target has to make an initiative check, the creature adds an insight bonus on that initiative check equal to the spell's caster level (maximum +5). Once this bonus applies, the effects of the spell end.

Appears in : Ultimate Magic

Cure Light Wounds

Spiritualist 1

School conjuration (healing)
Casting Time 1 action
Components T, E
Range touch
Target creature touched
Duration instantaneous
Saving Throw Will half (harmless); see text; **Spell Resistance** yes (harmless); see text

When laying your hand upon a living creature, you channel positive energy that cures 1d8 points of damage + 1 point per caster level (maximum +5). Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can apply spell resistance, and can attempt a Will save to take half damage.