

The Spiritualist

By Adam Meyers



The Spiritualist

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His eyes rolled up in his head. Staggering, as if the creature possessing him wasn't used to maneuvering a body, he turned to Miranoka, his great sword held out in front of him.

"Invaders! Villains who desecrate my tomb! I will watch-"

The voice cut off as Miranoka, unfazed by the display, reached her hand up and grabbed her companion's head. There was a cry, a flash of light, and suddenly her companion was on the ground. Where he had been standing, Miranoka now held the translucent figure of a small boy by its ghostly throat.

"Looks like we're not the only intruders. What are you doing here, boy? This is supposed to be the tomb of the great sorcerer-king Debal-onaka."

The ghostly little boy squirmed like he'd been caught stealing sweets. "It was roomy," he muttered, "and the wizard downstairs is nice to me-"

"The wizard downstairs is a vicious killer who will be removed within the hour. Be a good little boy and cross over now, will you?"

As the reluctant spirit dissipated, Miranoka's companion stirred, using his sword to climb to his feet.

"Next time, you be the one who gets possessed," he growled.

The spiritualist is a divine caster who channels and manipulates her own spiritual energy, rather than calling it down from a higher source. Through discipline, training, and sometimes inborn second sight, a spiritualist learns to touch and manipulate her own grand spiritual power and to see beyond the shackles of mortality, all without the intervention of gods or demons. This grants them great enlightenment, and while a spiritualist does not necessarily owe allegiance to a religion, and indeed many clerics view them as heretical at best, some of the most influential philosophers and theologians in history have been spiritualists.

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Role: Spiritualists are natural diviners, and with their monk-like training and divine magic, they also make skilled combatants and healers. However, it is a spiritualist's rituals that

most determine how she accomplishes her goals, and with such a breadth of options available, no two spiritualists are quite alike.

Alignment: Any lawful.

Hit Die: d8.

Starting Wealth: 1d6 × 10 gp (average 35 gp.) In addition, each character begins play with an outfit worth 10 gp or less.

Class Skills

The spiritualist's class skills are Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (Arcana, History, Nature, Planes, Religion) (Int), Linguistics (Int), Perception (Wis), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), Use Magic Device (Cha).

Skill Ranks per Level: 4 + Int modifier.

Table: The Spiritualist

Level	BAB	Fort Save	Ref Save	Will Save	Special	AC bonus	1st level spells	2nd level spells	3rd level spells	4th level spells	5th level spells	6th level spells
1	+0	+0	+2	+2	Orisons, unarmed strike, diviner, monk training, ritual, AC bonus	+0	1	-	-	-	-	-
2	+1	+0	+3	+3	Second sight, spirit pool	+0	2	-	-	-	-	-
3	+2	+1	+3	+3	Inspiration	+0	3	-	-	-	-	-
4	+3	+1	+4	+4	Evasion	+1	3	1	-	-	-	-
5	+3	+1	+4	+4	Ritual, second sight	+1	4	2	-	-	-	-
6	+4	+2	+5	+5	Inspiration	+1	4	3	-	-	-	-
7	+5	+2	+5	+5	Ghost touch	+1	4	3	1	-	-	-
8	+6/+1	+2	+6	+6	Second sight	+2	4	4	2	-	-	-
9	+6/+1	+3	+6	+6	Ritual, inspiration	+2	5	4	3	-	-	-
10	+7/+2	+3	+7	+7	Banish	+2	5	4	3	1	-	-
11	+8/+3	+3	+7	+7	Second sight	+2	5	4	4	2	-	-
12	+9/+4	+4	+8	+8	Inspiration, improved evasion	+3	5	5	4	3	-	-
13	+9/+4	+4	+8	+8	Diamond soul, ritual	+3	5	5	4	3	1	-
14	+10/+5	+4	+9	+9	Second sight	+3	5	5	4	4	2	-
15	+11/+6/+1	+5	+9	+9	Timeless body, inspiration	+3	5	5	5	4	3	-
16	+12/+7/+2	+5	+10	+10	Tongue of the sun and moon	+4	5	5	5	4	3	1
17	+12/+7/+2	+5	+10	+10	Second sight, ritual	+4	5	5	5	4	4	2
18	+13/+8/+3	+6	+11	+11	Inspiration	+4	5	5	5	5	4	3
19	+14/+9/+4	+6	+11	+11	Spiritual fortress	+4	5	5	5	5	5	4
20	+15/+10/+5	+6	+12	+12	Guru	+5	5	5	5	5	5	5

Weapon Proficiencies: A spiritualist is proficient with all simple weapons, plus the shuriken, short bow, and temple sword.

Armor and Shield Proficiency: Spiritualists are not proficient with any armor or shields. When wearing armor, using a shield, or carrying a medium or heavy load, a spiritualist loses her AC bonus and cannot perform her rituals.

Spells: A spiritualist casts divine spells drawn from the spiritualist spell list. She can cast any spell she knows without preparing it ahead of time. To learn or cast a spell, a Spiritualist must have a Charisma score equal to at least 10 + the spell level. The Difficulty Class (DC) for a saving throw against

a spiritualist's spell is 10 + the spell level + the spiritualist's Charisma modifier.

Like other spellcasters, a spiritualist can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on **Table: Spiritualist**. In addition, she receives bonus spells per day if she has a high Charisma score.

The spiritualist's selection of spells is extremely limited. A spiritualist begins play knowing four 0-level spells and two 1st-level spells of the spiritualist's choice. At each new spiritualist level, she gains one or more new spells, as indicated on **Table: Spiritualist Spells Known**. (Unlike spells per

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day, the number of spells a spiritualist knows is not affected by her Charisma score (see **Table: Ability Modifiers and Bonus Spells**).

Upon reaching 5th level, and at every third spiritualist level after that (8th, 11th, and so on), a spiritualist can choose to learn a new spell in place of one she already knows. In effect, the spiritualist “loses” the old spell in exchange for the new one. The new spell’s level must be the same as that of the spell being exchanged, and it must be at least one level lower than the highest-level spiritualist spell the spiritualist can cast. A spiritualist may swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that she gains new spells known for the level.

A spiritualist need not prepare her spells in advance. She can cast any spell she knows at any time, assuming she has not yet used up her allotment of spells per day for the spell’s level.

Table: Spiritualist Spells Known

Level	0th	1st	2nd	3rd	4th	5th	6th
1st	4	2	—	—	—	—	—
2nd	5	3	—	—	—	—	—
3rd	6	4	—	—	—	—	—
4th	6	4	2	—	—	—	—
5th	6	4	3	—	—	—	—
6th	6	4	4	—	—	—	—
7th	6	5	4	2	—	—	—
8th	6	5	4	3	—	—	—
9th	6	5	4	4	—	—	—
10th	6	5	5	4	2	—	—
11th	6	6	5	4	3	—	—
12th	6	6	5	4	4	—	—
13th	6	6	5	5	4	2	—
14th	6	6	6	5	4	3	—
15th	6	6	6	5	4	4	—
16th	6	6	6	5	5	4	2
17th	6	6	6	6	5	4	3
18th	6	6	6	6	5	4	4
19th	6	6	6	6	5	5	4
20th	6	6	6	6	6	5	5

Orisons: Spiritualists learn a number of orisons, or 0-level spells, as noted on **Table: Spiritualist Spells Known** under “Spells Known.” These spells are cast like any other spell, but they do not consume any slots and may be used again.

AC Bonus: A spiritualist’s physical training, second sight and spiritual abilities give her superhuman reflexes. When unarmored and unencumbered, the spiritualist adds her Charisma bonus (if any) to her AC and her CMD. In addition, a spiritualist gains a +1 bonus to AC and CMD at 4th level. This

bonus increases by 1 for every four spiritualist levels thereafter, up to a maximum of +5 at 20th level.

These bonuses to AC apply even against touch attacks or when the spiritualist is flat-footed. She loses these bonuses when she is immobilized or helpless, when she wears any armor, when she carries a shield, or when she carries a medium or heavy load.

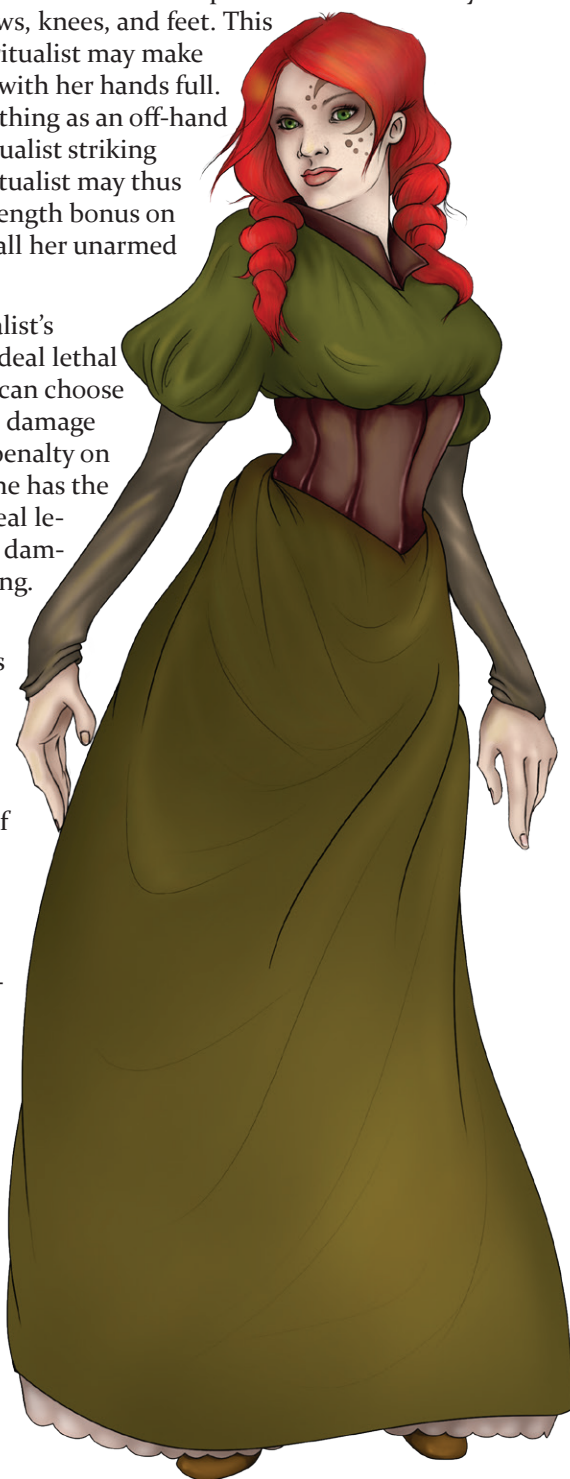
If the spiritualist gains a similar bonus from another class (such as from monk levels,) these levels stack to determine the AC bonus she receives, but only the highest relevant mental attribute applies. Thus, a spiritualist/monk could apply her Charisma or Wisdom to her AC bonus, but not both.

Unarmed Strike: At 1st level, a spiritualist gains Improved Unarmed Strike as a bonus feat. A spiritualist’s attacks may be with fist, elbows, knees, and feet. This means that a spiritualist may make unarmed strikes with her hands full. There is no such thing as an off-hand attack for a spiritualist striking unarmed. A spiritualist may thus apply her full Strength bonus on damage rolls for all her unarmed strikes.

Usually a spiritualist’s unarmed strikes deal lethal damage, but she can choose to deal nonlethal damage instead with no penalty on her attack roll. She has the same choice to deal lethal or nonlethal damage while grappling.

A spiritualist’s unarmed strike is treated as both a manufactured weapon and a natural weapon for the purpose of spells and effects that enhance or improve either manufactured weapons or natural weapons.

A spiritualist’s unarmed strikes deal 1d6 damage if she is medium sized, 1d4 if she is small sized, and 1d8 if she is large sized. Unlike a monk, a Spiritualist’s unarmed strike damage does not



increase as she levels.

Monk Training: A spiritualist treats her spiritualist levels as monk levels when qualifying for feats and determining the effects thereof.

Diviner: Whenever a spiritualist fails a Knowledge check, she may spend 1 hour in deep meditation to reroll the check, gaining an insight bonus on the Knowledge check equal to her Charisma modifier. This ability may only be used once per Knowledge check.

Ritual: Every spirit is unique, and therefore every spiritualist learns unique ways to invoke her personal power. At first level, a spiritualist chooses and learns one ritual, which she may use once per day. At 5th level and every 4 levels thereafter, the spiritualist learns a new ritual, and increases her total number of rituals usable per day by 1 (thus, a 5th level spiritualist would know 2 rituals, and could use one twice per day, both once per day, etc.). Activating a ritual is similar to casting a spell with a 1 round casting time, and provokes attacks of opportunity. If the spiritualist is interrupted while activating a ritual, she must succeed at a concentration check (DC 15 + the amount of damage received) or lose the ritual. A ritual lost in this manner is still considered spent, and is subtracted from the spiritualist's daily limit.

Barrier: You create a powerful barrier of pure spirit. This functions as the wall of force spell, except it also stops gaze attacks and teleportation spells such as dimension door and teleport, and is not automatically destroyed by the disintegrate spell, although a sphere of annihilation or a rod of cancellation still destroys it. This barrier may be formed into a wall of up to 20 square feet per level, or a sphere with a radius of up to 5 feet per level. This barrier possesses 30 hp and 2 hardness per spiritualist level, and may be created up to a total distance of 100 ft plus 10 ft per spiritualist level. As this barrier is spiritual in nature, it can cut through the ground or a large object such as a mountain or building without causing harm to whatever it extends through. If creating a sphere, you may make the barrier either stationary or centered on yourself, moving as you do.

The barrier must be maintained every round as a standard action. When maintaining a barrier, if you take damage, you must make a concentration check (DC 15 + the damage taken) or drop the barrier immediately.

Create Clone: You may create clones of yourself, splitting your energy among multiple incarnations. This ritual creates a duplicate of yourself that appears in an adjacent square. This clone is an exact copy of you, and possesses the same equipment, except magic items are not duplicated (a mundane version of the item is created instead,) and the clone only has 5 hp. You lose 5 hp for every clone you create.

Whenever one of your clones casts a spell, uses a spirit point, or uses any ability with a limited number of uses, that use is spent from your own daily total. A clone can never use a ritual.

(Example: Thob, the spiritualist/barbarian clones himself, and both he and his clone enter a rage. Every round, Thob loses 2 rounds of rage- one for each version currently in a rage. After raging, Thob and his clone both cast inflict light wounds- spending 2 uses of Thob's daily first level spells.)

You may create up to 1 clone plus 1 for every 5 spiritualist levels you possess. These clones last for 1 round per level before disappearing on their own, but may also be dismissed by you as a free action. If a clone disappears on its own or is dismissed as a free action, you regain any hit points it still possessed.

Empower Spirit: You restore 4 spirit points to your spirit pool. You may not increase your spirit pool above your total with this ability. You must possess the spirit pool class feature before you may select is ritual.

Great Inspiration: Instead of learning a new ritual, you may opt instead to gain 2 inspirations of your choice for which you qualify. You must possess the inspiration class feature before you may select this in place of a ritual. You still gain an additional use of your rituals per day if you select greater inspiration.

You may select greater inspiration multiple times. The effects stack.

Inspire Allies: You send forth your spirit to invigorate and empower your allies. You and all allies within 30 ft gain a +1 morale bonus to attack rolls, ability checks, skill checks and saving throws, a +1 dodge bonus to AC, as well as temporary hit points and Spell Resistance equal to your class level + your Charisma modifier. The bonus to attack rolls, ability checks, skill checks, saving throws, and AC increase by 1 for every 5 levels you possess, to a maximum of +5 at 20th level. These bonuses last for 1 round per level.

Mass Channel: You send the power of your spirit outward in an explosion of energy. This is similar to a Cleric's channel energy ability, except it's effect is equal to 1d8 + 1d8 per spiritualist level you possess. You must decide when you gain this ritual whether you channel positive or negative energy with this ability. This ability may be affected by, and allows the spiritualist to qualify for, channeling feats such as Elemental Channel or Turn Undead, but not Extra Channel or Channel Smite.

Semblance of Life: You spin your spirit out to control the bodies of the recently dead. This spell raises a number of recently slain (no more than 1 day) creatures within 60 ft of you to fight as puppets under your mental control. These puppets possess the same creature type, class levels, feats, abilities, attributes, uncast spells, etc that they possessed at their time of death, except they are now immune to mind-affecting charms, death effects, poison, sleep, nonlethal damage, and energy drain, and their total hit points are considered to be half what they were in life. Because these creatures are being controlled directly by your

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spirit, they do not count as undead for the purposes of spells or abilities (such as channel energy) that specifically target undead. You may issue commands to these puppets as a free action so long as you are on the same plane as them; otherwise, they simply continue to perform the last direction they were given.

You can raise up to 2 HD of recently-dead creatures for every spiritualist level you possess. These creatures function for 1 minute per spiritualist level or until destroyed, after which the creatures dissolve into a pile of ash. You may only have 1 use of this ritual active at one time; using this ritual again causes the first use to expire.

Shredding Strike:

You create a ball of shifting energy in your hand. The first creature touched with this ball of energy (through a touch attack or unarmed strike) suffers 2d8 points of force damage per spiritualist level you possess. Creating this ball does not grant a free touch attack as spells often do; the ball must first be created, and then used in an attack as a separate action. This ball of energy may only be held for 1 minute before it dissipates on its own, whether it was successfully used against a target or not.

Spirit Blast: You concentrate the energy of your spirit into a single, powerful, ranged attack. This blast is a line effect, and deals 2d6 force damage per spiritualist level you possess. The first creature or object struck by this blast suffers this damage and is subject to a bull

rush combat maneuver. The CMB for this maneuver is equal to $1.5 \times$ your class level + your Charisma modifier. A successful Reflex save (DC equal to $10 +$ half your spiritualist level + your Charisma modifier) reduces this damage by half, and the target is not subject to the bull rush. If the first target struck by this ritual is destroyed (if an object,) reduced to 0 hp or lower (if a creature,) or if the target succeeded at their Reflex save, then the blast continues on and strikes the next target in the line, who also suffers the damage and bullrush, and may also make a Reflex save.

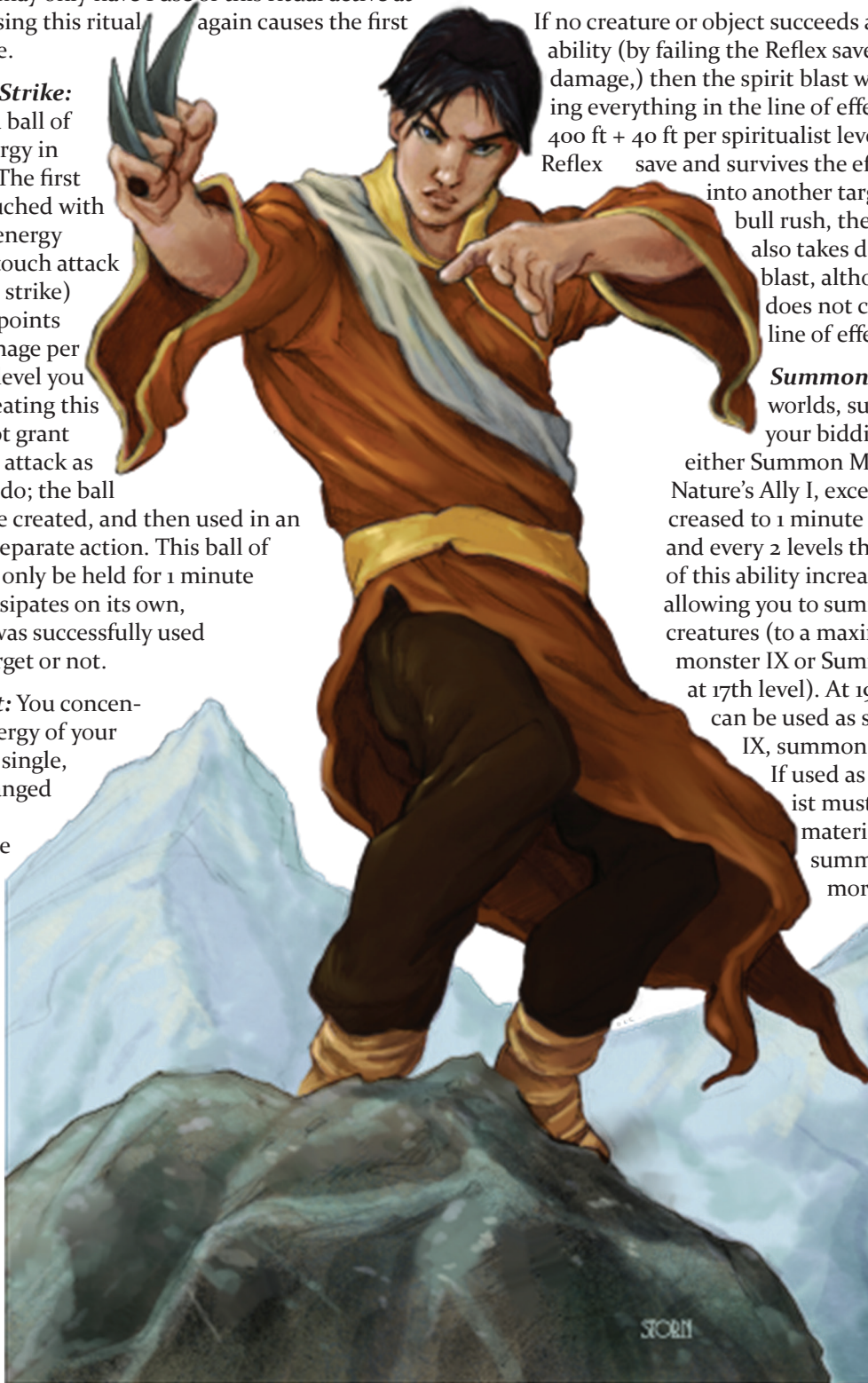
If no creature or object succeeds at stopping this ability (by failing the Reflex save and surviving the damage,) then the spirit blast will continue damaging everything in the line of effect, to a distance of $400 \text{ ft} + 40 \text{ ft}$ per spiritualist level. If a target fails its Reflex save and survives the effects, but is forced into another target's square by the bull rush, then that second target also takes damage from the spirit blast, although the spirit blast does not continue down the line of effect.

Summoner: You tap into other worlds, summoning allies to do your bidding. This functions as

either Summon Monster I or Summon Nature's Ally I, except the duration is increased to 1 minute per level. At 3rd level, and every 2 levels thereafter, the power of this ability increases by one spell level, allowing you to summon more powerful creatures (to a maximum of summon monster IX or Summon Nature's Ally IX at 17th level). At 19th level, this ability can be used as summon nature's ally IX, summon monster IX, or gate.

If used as gate, the spiritualist must pay any required material components. A

summoner cannot have more than one summon monster, summon nature's ally, or gate spell active via this ritual at any one time. If this ritual is used again, any existing summon monster, summon nature's ally, or gate immediately ends. These spells are considered to be part of your spell list for the purposes of spell trigger and



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spell completion items. In addition, you can expend uses of this ritual to fulfill the construction requirements of any magic item you create.

Transformation: You transform yourself into a beastial form. This ability lasts for 1 round per spiritualist level you possess.

You possess one alternate form, which you may transform into with this ritual. This form is either small or medium sized, and grants you a +2 bonus to Strength if medium, or a +2 bonus to Dexterity if small. In addition, this form possesses a number of evolution points equal to your class level, as the summoner's eidolon class feature. You may reassign your evolution points whenever you gain a new level, but otherwise you assume the same form whenever you use this ritual.

When transformed, you possess the same limit on maximum number of natural attacks as an eidolon, using your class level as your effective summoner level (3 at 1st level, +1 at 4th level, +1 for every 5 levels thereafter to a maximum of 7 at 19th level.)

This is a polymorph effect. While transformed through this ritual, your spirit is constantly in use, meaning you cannot cast spells or use another ritual as long as this ritual is active. You may end the transformation early as a free action.

Wind Tunnel: You turn your spirit into a vortex, sucking objects and creatures into it to be destroyed. This ritual must be maintained every round as a full-round action, and may only be maintained for a total number of rounds equal to your spiritualist level. While this ritual is in effect, the spiritualist may take no additional action except free actions, 5 foot steps, and changes of direction. If injured while maintaining this ritual, the spiritualist must pass a concentration check (DC 15 + damage taken) to end the ritual.

This ritual affects a 60 ft cone beginning at the spiritualist, and makes a drag combat maneuver each round against all creatures and moveable objects within the area of effect. You may drag creatures of any size, not just those one size larger than yourself. Your CMB for this drag is equal to 1.5 x your class level + your Charisma modifier. This drag does not provoke an attack of opportunity. Any creatures or objects that would be dragged into your square by this maneuver instead stop in the closest square they can stand in, and take 1d6 damage for every spiritualist levels you possess. A Fortitude save (DC 10 + 1/2 your spiritualist level + your Charisma bonus) reduces this damage by half. If a creature or object is killed or destroyed by this ability, they are entirely disintegrated, as the disintegrate spell. A disintegrated creature's equipment is unaffected by this ability.

Any creature caught in the wind tunnel can only move toward the spiritualist. If attempting to move in any other direction, it must first pass a Fortitude save (DC 10 + 1/2 your spiritualist level + your Charisma modifi-

er,) and even then may only move at half speed.

Spirit Pool: At 2nd level, a spiritualist gains a pool of inner energy which can be used to fuel many of their abilities. A spiritualist possess a pool of spirit points equal to half her level plus her Charisma modifier (minimum: 1). She may spend a spirit point to enact any of the following abilities, and can gain more abilities by selecting certain inspirations.

Spirit Strike: You may attempt a spirit strike by spending a spirit point as part of a melee or ranged weapon attack. The attack must be declared a spirit strike before the attack roll is made, and thus a missed attack ruins the attempt. If the attack is successful, it deals an extra 1d4 force damage. This damage increases by 1d4 for every 5 spiritualist levels, to a total of 5d4 at 20th level.

Spirit Shield: You grant yourself a +2 shield bonus to AC for 1 round by spending a spirit point as a swift action. This bonus increases by +1 for every 5 spiritualist levels, to a total of +6 at 20th level. This bonus applies to touch attacks, and to attacks made by incorporeal creatures.

Exorcism: You may, as a standard action, make a touch attack against a creature suffering from a charm, compulsion, or possession effect. If the touch attack is successful, you may make a caster level check. If this check is higher than the save DC of the effect the creature is under, the charm, compulsion, or possession effect ends. This does not work on effects that don't allow saves. If the touch attack fails, no spirit point is spent for the attempt.

Second Sight: As a spiritualist develops her abilities, she develops an inherent second sight, which grants her the ability to see past illusions and into the hearts of others.

At 2nd level, the spiritualist gains the ability to use detect charm, detect evil, detect good, detect law, and detect chaos at will. She may only use one of these at any given time.

At level 5, the spiritualist is always considered to be under the effects of a see invisibility spell.

At level 8, the spiritualist may use clairvoyance/clairaudience at will, although the duration of the spell is changed to 'concentration.'

At level 11, the spiritualist may use locate creature, and locate object at will, although the duration of these spells are changed to 'concentration.'

At level 14, the spiritualist may use discern lies at will. In addition, she is always considered to be under the effects of a detect scrying spell.

At level 17, the spiritualist is always considered to be under the effects of a true seeing spell.

Inspirations: At 3rd level and every 3 levels thereafter, a spiritualist gains an inspiration, representing the enlightenment she has gained through her study. Inspirations marked with an asterisk* alter your spirit strike ability and possibly other abilities, and only one may be applied at a time.

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Channeling Feat: (requires mass channel ritual) Gain 1 channeling feat of your choice, except for Extra Channel or Channel Smite. You may select this inspiration multiple times. Each time it is selected, gain another channeling feat.

Destructive Wind Tunnel: (Requires wind tunnel ritual) When using your wind tunnel against immovable objects, you may make a Strength check to destroy them. When attempting to break an object, the wind tunnel has an effective Strength equal to $1.5 \times$ your class level + your Charisma modifier. The break DC depends on the object being destroyed.

Extra Form: (Requires transformation ritual) You gain an additional form you may change into with your transformation ritual. This form has the same size evolution pool as your first form, but may have a completely different combination of evolutions. Whenever you use your transformation ritual, you may choose to become any of your available forms. You may select this inspiration multiple times. Each time it is gained, select an additional form you may transform into.

Flight: (Requires spiritualist level 6) You may lift yourself through the power of your spirit. You gain a 20 ft. flight speed, with maneuverability (average).

Great Summons: (Requires summoning ritual) Each creature you conjure with your summoning ritual gains a +4 enhancement bonus to Strength and Constitution for the duration of the ritual.

Improved Flight: (Requires flight inspiration, spiritualist level 9) Flight comes easy for you. Increase your flight speed by 10 ft, and increase your maneuverability 1 step (from average to good, or good to perfect.) You may select this inspiration multiple times. The effects stack.

Ki Strike: So long as you have at least 1 spirit point in your spirit pool, your unarmed strikes count as magic weapons for the purpose of overcoming damage reduction. At 7th level, your unarmed strikes also count as silver or cold iron for the purpose of overcoming damage reduction. At 10th level, they count as lawful weapons for the purpose of overcoming damage reduction. At 17th level, they count as adamantite weapons for the purpose of overcoming damage reduction and bypassing hardness.

Lasting Barrier: (requires barrier ritual) You no longer need to concentrate as a standard action to maintain your barrier: Instead, the barrier simply lasts until it is destroyed or dismissed. So long as your barrier is active, you do not regain the use of your ritual ability that was used to create the barrier. You may only have 1 barrier active at a time.

Lingering Ritual: Choose 1 ritual you know

that has a duration measured in rounds per level or minutes per level. Increase the ritual's duration by one time increment (rounds per level becomes minutes per level, minutes per level becomes 10 minutes per level, etc.)

You may select this inspiration multiple times. The effects do not stack. Each time it is selected, choose a different ritual.

Powerful Puppets: (Requires semblance of life ritual) When you animate creatures through your semblance of life ritual, their total hit points equal $3/4$ ths what they had in life, rather than half.

Powerful Transformation: (Requires transformation ritual), Increase the evolution pool of your transformations by 1. You may select this feat once, plus 1 additional time for every 5 spiritualist levels you possess.

Quick Ritual: Choose 1 ritual you possess. The activation time of this ritual is decreased from 1 round to a single full-round action.

Quick Shield: Using your spirit pool to create a spirit shield is now a free action instead of a swift action.



Ranged Channeling: (Requires mass channel ritual) The radius of your mass channel ritual is increased by 10 ft. You may gain this inspiration multiple times. Each time it is gained, increase the radius of your mass channel by an additional 10 ft.

Regeneration: (Requires inspire allies ritual) All creatures under the effects of your inspire allies ritual also gain Fast Healing 1 for the duration of the ritual.

Repulsing Barrier: (Requires barrier ritual) Your barrier deals force damage equal to $1d4 + \text{half your spiritualist level}$ to any creature that attacks it with a natural attack or melee weapon.

Resilient Clones: (Requires clone ritual) Your clones gain temporary hit points equal to $1d8 + \text{half your spiritualist level}$ when they are first created. You may select this ritual up to two times. If gained a second time, increase the temporary hit points of your clones to $1d10 + \text{your spiritualist level}$.

Resisting Barrier: (Requires barrier ritual) Your barrier gains Spell Resistance equal to $12 + \text{your spiritualist level}$.

Shielded Allies: (Requires inspire allies ritual) Increase the Spell Resistance granted by your Inspire Allies ritual by +4.

Spirit Bullet: You may spend 1 spirit point to create a bullet of energy which you may fire at enemies as a ranged touch attack which deals $1d4$ points of force damage for every 2 spiritualist levels you possess. This ability has a range of 60 ft.

Spirit Bullet, Controlled: (Requires spirit bullet) When you use your spirit bullet inspiration, you may mentally control the energy, changing its direction in mid-flight. The spirit bullet may be fired around corners, stopped short, etc. Cover no longer applies a bonus to AC against your spirit bullet. In addition, as a standard action, you may move a bullet you have previously created and fired, but which has not yet successfully struck a target.

A spirit bullet has a movement speed of 60 ft, and can last for 1 round per level without striking a target before it simply dissipates. If a creature enters a square where one of your spirit blasts rests, they must make a Reflex save ($DC 10 + \text{half your Spiritualist level} + \text{your Charisma modifier}$) or be struck by the bullet.

Spirit Bullet, Masterful: (Requires spirit bullet, controlled spirit bullet) As a move action, you may move every spirit bullet you have created that has not yet successfully struck a target.

Spirit Bullet, Burst: (Requires spirit bullet) When using your spirit bullet inspiration, you may spend an additional spirit point to cause the spirit bullet to burst on impact, dealing its damage to every creature within 5 ft of the struck target. These creatures may make a Reflex save ($DC 10 + \text{half your Spiritualist level} + \text{your Charisma modifier}$) for half damage. Instead of

striking a foe directly, you may also choose to simply explode the ball in a square, in which case any creature within the square may also make a Reflex save for half damage.

Spirit, Acidic*: When using your spirit strike ability or the spirit bullet inspiration, you may spend an additional spirit point to deal acid damage instead of force damage. Increase the damage die by one size ($d4$ to $d6$), and any creature directly struck by the attack must pass a Reflex save ($DC 10 + \text{half your spiritualist level} + \text{your Charisma modifier}$) or take an additional $1d6$ acid damage 1 round later.

Spirit, Fire*: When using your spirit strike ability or the spirit bullet inspiration, you may spend an additional spirit point to deal fire damage instead of force damage. Increase the damage die by one size ($d4$ to $d6$), and any creature directly struck by the attack must pass a Reflex save ($DC 10 + \text{half your spiritualist level} + \text{your Charisma modifier}$) or catch on fire.

Spirit, Frost*: When using your spirit strike ability or the spirit bullet inspiration, you may spend an additional spirit point to deal frost damage instead of force damage. Increase the damage die by one size ($d4$ to $d6$), and any creature directly struck by the attack must pass a Fortitude save ($DC 10 + \text{half your spiritualist level} + \text{your Charisma modifier}$) or be staggered on their next turn.

Spirit, Healing*: You may spend 1 spirit point to heal yourself as a swift action, or to touch and heal another as a standard action. The amount healed is equal to the damage you would normally deal with your spirit strike ability, increased one die size ($d4$ to $d6$).

Spirit, Greater Healing*: (Requires healing spirit, spiritualist level 9) When you use your healing spirit inspiration, you may spend 1 additional spirit point to increase the amount you heal by one additional die size ($d6$ to $d8$). This healing may also be used to bring recently slain creatures back to life. If used upon a creature that has died within 1 round, apply the healing to the creature. If the healed creature's hit point total is at a negative amount less than its Constitution score, it comes back to life and stabilizes at its new hit point total. If the creature's hit point total is at a negative amount equal to or greater than its Constitution score, the creature remains dead. Creatures brought back to life in this manner gain a temporary negative level that lasts for 1 day.

Spirit, Lightning*: When using your spirit strike ability or the spirit bullet inspiration, you may spend an additional spirit point to deal lightning damage instead of force damage. Increase the damage die by one size ($d4$ to $d6$), and any creature directly struck by the attack must pass a Fortitude save ($DC 10 + \text{half your spiritualist level} + \text{your Charisma modifier}$) or be dazzled for $1d4$ rounds.

Spirit, Sonic*: When using your spirit strike ability

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or the spirit bullet inspiration, you may spend an additional spirit point to deal sonic damage instead of force damage. Increase the damage die by one size (d4 to d6), and any creature directly struck by the attack must pass a Fortitude save (DC 10 + half your spiritualist level + your Charisma modifier) or be deafened for 1d4 rounds.

Spell Sutra: Sutras are pieces of paper, decorated with runes and infused with a piece of the spiritualist's own power. The physical cost of creating a sutra is considered negligible. When you cast a spell with a range of touch, you may spend 1 spirit point to place the spell within a sutra instead, allowing you to throw the sutra as a ranged touch attack to affect the target. This ranged touch attack is made in place of the free touch attack usually granted by the spell, although the sutra may be held and thrown at a later time, although putting the sutra down causes it to lose the spell. The sutra may be thrown at targets up to 60 ft away, and may be combined with a spirit strike.

Style Feat: You gain 1 style feat for which you meet the prerequisites.

Evasion (Ex): Starting at 4th level, a spiritualist can avoid damage from many area-effect attacks. If a spiritualist makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if a spiritualist is wearing light armor or no armor. A helpless spiritualist does not gain the benefit of evasion.

Ghost Touch: At 7th level, a spiritualist's weapons and spells deal full damage to incorporeal creatures, and she may touch, and be touched by, incorporeal creatures as if they were corporeal.

Banish: At 10th level, the spiritualist gains the ability to pit her spirit against that of an unnatural creature. As a standard action, she may make a touch attack against an extraplanar or undead creature. If successful, she may spend 1 spirit point to banish the creature. If the target fails a Will save (DC 10 + half the spiritualist's class level + her Charisma modifier,) it is either banished back to its proper plane (if extraplanar,) or forced to flee for 1 minute (if undead). Intelligent undead may make a new save each round to end the fleeing effect.

Improved Evasion (Ex): at 12th level, a spiritualist's evasion ability improves. She still takes no damage on a successful Reflex saving throw against attacks, but henceforth she takes only half damage on a failed save. A helpless spiritualist does not gain the benefit of improved evasion.

Diamond Soul: At level 13, a spiritualist gains Spell Resistance equal to 10 + her Spiritualist

level.

Timeless Body: At 15th level, a spiritualist no longer takes penalties to her ability scores for aging and cannot be magically aged. Any such penalties that she has already taken, however, remain in place. Age bonuses still accrue, and the spiritualist still dies of old age when her time is up.

Tongue of the Sun and Moon: At 16th level, a spiritualist can speak with any living creature.

Spiritual Fortress: At 19th level, a spiritualist adds her Charisma modifier as a bonus to all her saving throws.

Guru: At 20th level, the spiritualist has surpassed the realm of the mundane and attained a level of true enlightenment. The spiritualist may no longer die from old age, although age bonuses continue to accumulate, and she is also immune to confusion, exhaustion, fatigue, nausea, and sickened effects. She may take 20 on all Knowledge skill checks, and gains a +4 bonus to her caster level when casting divination spells. If the spiritualist does die, she is reborn 3 days later (as the reincarnate spell).

Spell List

o: *Bleed, create water, dancing lights, detect magic, detect poison, flare, ghost sound, guidance, know direction, light, mage hand, purify food and drink, read magic, resistance, spark, stabilize, virtue.*

1: *Abundant ammunition, ant haul, anticipate peril, bless water,*

bowstaff, chill touch, commune with birds, comprehend languages, cause fear, curse water, cure light wounds, deadeye's lore, detect aberrations, detect animals or plants, detect charm, detect undead, detect secret doors, detect good/evil/law/chaos, detect snares and pits, determine depth, diagnose disease, disguise self, enlarge person, expeditious retreat, feather fall, floating disk, hide dweomer, hide from undead, hypnotism, identify, inflict light wounds, jump, keen senses, ki arrow, know the enemy, longshot, magic fang, magic weapon, mighty fist of the earth, mount, protection from good/evil/law/chaos, read weather, reduce



person, remove sickness, remove fear, returning weapon, sanctuary, see alignment, shield, speak with animals, summon monster I, sun metal, tap inner beauty, timely inspiration, true strike, unerring weapon, unseen servant, vocal alteration.

2: Admonishing ray, aid, align weapon, alter self, ancestral communion, animal aspect, arcane sight, augury, bear's endurance, bestow grace, blessing of courage and life, blood biography, brow gasher, bull's strength, clairaudience/clairvoyance, communal ant haul, communal mount, communal protection from good/evil/law/chaos, communal share language, coordinated effort, create treasure map, cure moderate wounds, darkness, death knell, defending bone, delay disease, delay poison, detect thoughts, determine depth, discern value, divine arrow, eagle eye, eagle's splendor, elemental speech, elemental touch, embrace destiny, find traps, follow aura, fox's cunning, gallant inspiration, guiding star, gust of wind, harrowing, hold person, hunter's eye, hunter's lore, inflict moderate wounds, invisibility, lesser animate dead, lesser restoration, locate object, locate weakness, nondetection, owl's wisdom, phantom chariot, pilfering hand, protective spirit, remove paralysis, resist energy, retrieve item, see invisibility, seek thoughts, share language, share memory, shield other, soothing word, sound burst, spell gauge, speak with plants, spiritual weapon, status, summon monster II, tactical acumen, tongues, unravel destiny, witness.

3: Agonize, ancestral memory, animate dead, airwalk, arcane eye, battering blast, beast shape I, bestow curse, blindness/deafness, blood crow strike, chain of perdition, cloak of winds, communal delay poison, communal nondetection, communal resist energy, communal tongues, continual flame, cure serious wounds, daybreak arrow, daylight, deeper darkness, detect scrying, dimensional anchor, discern lies, dismissal, dispel magic, divination, explosive runes, force punch, greater animal aspect, greater magic fang, greater magic weapon, heroism, inflict serious wounds, invisibility purge, invisibility sphere, keen edge, locate creature, magic circle vs good/evil/law/chaos, magic vestment, marionette possession, monstrous physique I, named bullet, neutralize poison, phantom steed, protection from energy, remove blindness/deafness, remove curse, remove disease, replenish ki, ride the waves, sacred bond, scrying, see through stone, sepia snake sigil, share senses, siphon spirit, speak with dead, summon monster III, symbol of healing, symbol of revelation, true form, twilight knife, undead anatomy I.

4: Analyze dweomer, battlemind link, beast shape II, black tentacles, bow spirit, communal airwalk, communal phantom steed, communal protection from energy, commune with nature, contact other plane, control summoned creature, cure critical wounds, dimension door, elemental body I, enervation, fear, find the path, fly, force fist, forceful strike, ghost wolf, greater invisibility, hold monster, inflict serious wounds, legend lore, lesser geas, lesser planar binding, mass enlarge person, mass reduce person, monstrous physique II, neutralize poison, prying eyes, resilient sphere, rest eternal, restoration, sending, spiritual ally, stonesskin, stone tell, summon monster IV, symbol of scrying, telekinetic charge, telepathic bond, true seeing, vermin shape I.

5: banishment, beast shape III, blade barrier, break en-

chantment, breath of life, boneshatter, cleanse, communal stonesskin, dispel good/evil/law/chaos, disrupting weapon, elemental body II, flame strike, greater arcane sight, greater dispel magic, greater named bullet, greater scrying, hallow, interposing hand, lesser astral projection, magic jar, mind blank, major curse, mass cure light wounds, mass inflict light wounds, mindblank, monstrous physique III, nightmare, overland flight, snake staff, spell resistance, summon monster V, pillar of life, planar adaptation, planar binding, plane shift, plant shape I, possess object, raise dead, telekinesis, undead anatomy II, unhallow, vermin shape II, vision, wall of force.

6: Animate objects, antimagic field, beast shape IV, circle of death, communal mind blank, cold ice strike, create undead, discern location, dust form, elemental body III, ethereal jaunt, eyebite, flaming serpent strike, forceful hand, foresight, form of the dragon I, geas/quest, getaway, greater prying eyes, greater planar binding, heal, harm, impart mind, joyful rapture, mass bear's endurance, mass bull's strength, mass cat's grace, mass cure moderate wounds, mass eagle's splendor, mass fox's cunning, mass inflict moderate wounds, mass owl's wisdom, mass planar adaptation, moment of prescience, monstrous physique IV, music of the spheres, overwhelming presence, plant shape II, prediction of failure, protection from spells, reincarnate, reverse gravity, summon monster VI, telekinetic sphere, undead anatomy III, undeath to death, undeath ward, wind walk, word of recall,

New Spiritualist Spells

Siphon Spirit

School Necromancy; **Level** spiritualist 3

Casting Time 1 standard action

Components V, S

Range Touch

Target 1 target

Duration Instantaneous

Saving Throw Fortitude (negates), **Spell Resistance** Yes

Description

You touch a creature and leech a part of its spirit to recharge your spirit pool. If the target fails its Fortitude save, it suffers 5d6 points of negative energy damage, and you regain 1 spirit point. This cannot raise your spirit pool above your maximum. This spell has no effect if you do not have a spirit pool, or if you use it on creatures unharmed by negative energy.

Force Fist

School Evocation [fire]; **Level** spiritualist 4, cleric/oracle 5, wizard/sorcerer 5, magus 5

Casting Time 1 standard action

Components V

Range Close (25 ft. + 5 ft./2 levels)

Target Targets of your choosing within range (see below).

Duration 1 round/level

Saving Throw None, **Spell Resistance** Yes

Description

You create two floating balls out of pure spirit which serve as extensions of your own hands. This spell allows you to make unarmed strikes, combat maneuvers, or Flurry of Blows against any target within the spell's range as if they were within your threatened area. These spells are a force effect and deal force damage, but otherwise use the same CMB and deal the same damage as your unarmed strikes, including using your Strength bonus and any other bonuses applied through magic items or feats. Your own hands must be free in order to control the balls of energy created by this spell.

Flaming Serpent Strike

School Evocation; **Level** spiritualist 5

Casting Time 1 standard action

Components V

Range Medium (100 ft. + 10 ft./level)

Target Targets of your choosing within range (see below).

Duration 1 round/level

Saving Throw None, **Spell Resistance** Yes

Description

You create a giant amphisbaena (serpent with a head on each end) out of fire which coils around you like an extra append-

age. These serpents are controlled mentally, and can be used to make strikes against any target within range. You may make 1 attack as a standard action, or 2 attacks as a full-attack action. These serpents gain a bonus on attack rolls equal to your caster level plus your Charisma modifier, and deal 1d8 piercing/bludgeoning/slashing damage, plus fire damage equal to your caster level.

Life Bomb

School Necromancy; **Level** spiritualist 6

Casting Time see below

Components V, S

Range Long (400 ft. + 40 ft./level)

Target see below

Duration see below

Saving Throw None, **Spell Resistance** Yes

Description

This spell siphons the life energy out of those around you, focusing it into a single ball of energy. While initially casting this spell is a standard action, you may choose to maintain the spell's casting time for a number of rounds equal to your caster level. Maintaining a spell is a full-round action.

When this spell is cast and for every round you maintain the casting time, you deal 5 points of negative energy damage to all creatures within 60 ft. of you. Creatures who aren't injured by negative energy are immune to this effect. At the end of the casting time, you may select a creature to target with the spell within range. The ball of energy targets unerringly, as a magic missile, although things which block a magic missile block this attack.

The target struck suffers force damage equal to the total amount of damage you dealt during the casting of this attack, to a maximum of 10 points of damage per caster level.

If you are successfully disrupted while using this spell, you lose the ball of energy, although negative energy damage dealt to others still remains.

Spiritualist Feats

Extra Inspiration: Requires inspiration class feature.

You gain an inspiration of your choice for which you meet the prerequisites. You may select this feat multiple times.

Extra Spirit Pool: Requires spirit pool class feature.

Increase your total spirit pool by 2. You may select this feat multiple times. The effects stack.

New Magic Items

Nenju of Spiritual Fortitude

Aura faint transmutation; **CL** 5th;
Slot wrist; **Weight** 1 lb.; **Price** 10,000

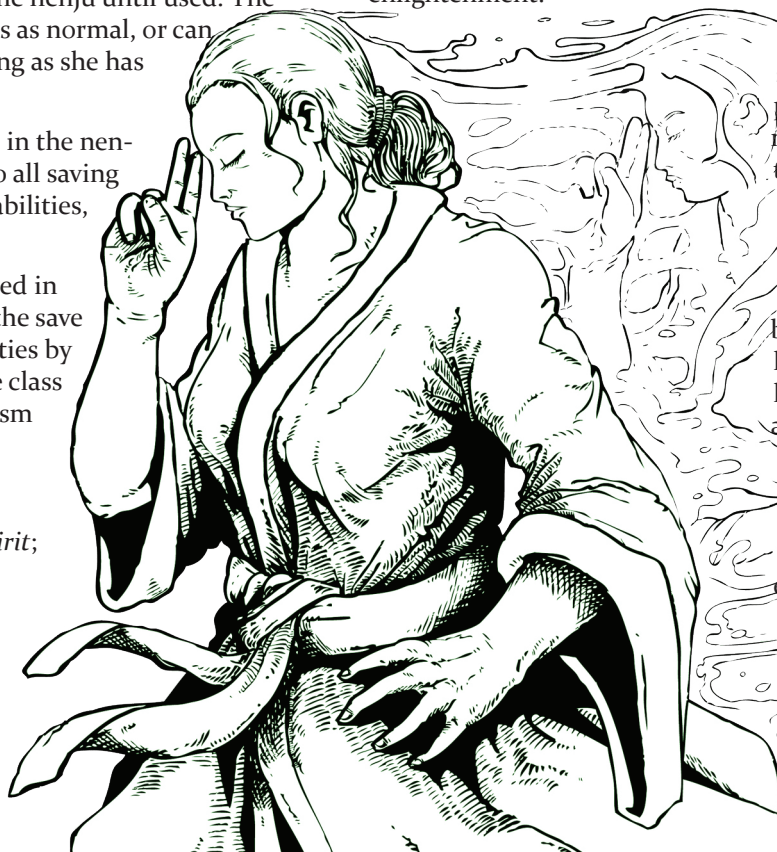
Nenju are carved wooden beads, used to aid in mediation by serving as a counting device for reciting of prayers and performing mental exercises. The nenju of spiritual fortitude take this one step further, allowing a wearer with a spirit pool to place up to 2 of her spirit points into the nenju as a swift action. These points remain in the nenju until used. The wearer can use these spirit points as normal, or can gain the following benefits so long as she has spirit points stored in the nenju.

If there is one spirit point stored in the nenju, the wearer gains a +1 bonus to all saving throws against spells, spell-like abilities, and supernatural abilities.

If there are two spirit points stored in the nenju, the wearer increases the save DC of any of her spirit pool abilities by 1. She also increases her effective class level when performing an exorcism by 1.

Construction Requirements

Craft Wondrous Item, *siphon spirit*;
Cost 5,000



of a populous just as well as a cleric, and many spiritualists serve as sages, healers, teachers, and priests, substituting moral philosophy for scriptural teaching.

If a spiritualist does serves a traditional god, it is rarely as a member of their clerical order. In fact, a spiritualist's search for power and enlightenment usually propels them to the worship of local deities, animal totems, spirits, and others they may approach on more equal footing, as a spirituaist's relationship to divinity is closer to that of teacher/student, rather than god/follower. Thus, while some clerical orders declare spiritualism to be heresy, others embrace spiritualist philosophy, using it to further their own personal quests for enlightenment.

While in many ways all spiritualists are devout philosophers, there are many different variants to be found in the world. Some embrace monk vows, using them to increase their spirit pools as a monk does their ki by living especially strict lifestyles. Others embrace hedonism, chasing coin, alcohol, and pleasurable company in an effort to grow their spiritual power through an ever-growing pool of personal experience.

Spiritualist adventurers often serve as wandering exorcists, priests, and healers, serving the supernatural needs of the community for coin and the chance to practice their abilities. At high

levels, a spiritualist can expect to become a focal point for those seeking enlightenment, receiving pilgrims and students as eager to share in his knoweldge as if he were a saint. When spiritualists attain guruhood, it is not uncommon for them to retire completely from the world to some remote location such as a mountain top or seaside hut, or to abandon the mortal plane entirely and live amongst outsiders; the mortal world holds little to aid their quests for further enlightenment, and even gods must respect the power and knowledge of a true master spiritualist.

Spiritualists in the World

Spiritualists, like Monks, gain their power through study, practice, and the unlocking of personal power. However, a spiritualist's abilities, being more spiritual and magical in nature, depend more on philosophical training and meditation than they necessarily do on physical exertion.

Spiritualists wield divine magic, but the differences in style and approach between spiritualism and the more traditional clerical orders lead to some stark differences between the two. As spiritualists do not gain their power through deific intervention, they must broker deals and ask questions of the divine in a manner similar wizards, lacking the cleric's guarantee of aid and answers. At the same time, however, a spiritualists can tend to the physical and spiritual wellbeing