

# MEDIUM

Niveau de  
Lanceur de Sort

## SORTS

Sort Connus	DD de sauvegarde du sort	Sorts par jour	=	Sorts de base	+	Sorts supp.
		0				CHA - 4 CHA - 8 CHA - 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"/>

DD de jet de sauvegarde d'un sort = 10 + CHA + niveau de sort

## 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.

### Niveau PROPITIATION

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

-1

## SPIRIT SURGE

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

+1

Niveau **10** +1d8

Niveau **20** +1d10

### Niveau SPIRIT MASTERY

**19** Use spirit surge twice a day without incurring influence.

## SHARED SEANCE

Niveau **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.

Niveau **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.

### Niveau CONNECTION CHANNEL

**7** 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*.

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

### Niveau ASTRAL JOURNEY

**14** 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.

Niveau **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.

## ASTRAL BEACON

Niveau **18** As a free action channel any of the spirits for 1 round,  
gaining access to their intermediate, greater and  
supreme spirit powers.

## SORTS CONNUS

0

1

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6

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## SPIRITS

☐ Archmage ☐ Champion ☐ Guardian ☐ Hierophant ☐ Maréchal ☐ Trickster

Spirit  
Bonus

Seance  
Boon

**3** Influence  
Penalty

☐ Taboo

Niveau **1** Pouvoir  
d'esprit

**6** Pouvoir  
d'esprit

**11** Pouvoir  
d'esprit

**17** Pouvoir  
d'esprit

**SPIRIT  
BONUS**

Medium  
Level

= 1 + (  ÷ 4 ) (arrondi à l'inférieur)

## TABOO

Niveau **2** Optionally accept a taboo relevant to the channelled spirit.

While you follow this taboo, you may use spirit surge twice a day without incurring influence.

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.

+1

**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

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

+1

☐ Archmage ☐ Champion ☐ Guardian ☐ Hierophant ☐ Maréchal ☐ Trickster

Pouvoir  
d'esprit