

SPIRITUALIST

Niveau de
Lanceur de Sort

SORTS

Sorts Connus	Sort DD sauvegarde	Sorts par jour	= Base Sorts	+ Sorts supp. SAG - 4 SAG - 8 SAG - 12
		0		
		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"/>

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

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.

Niveau 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.

Niveau	ROUNDS PER DAY	Spiritualist Level	Utilisation Aujourd'hui
2	<input type="text"/> trs =		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Niveau 10 Always share phantom's senses when manifested.

SPIRITUAL INTERFERENCE

ECTOPLASMIC

Niveau		
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

INCORPOREAL

PHANTOM RECALL

Niveau 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

Niveau 10 Gain spirit's emotional focus bonus (skills and saves) even when phantom is not manifested.

SPIRITUAL BOND

Niveau 14 Damage below 0hp is transferred to phantom instead.

EMPOWERED CONSCIOUSNESS

Niveau 20 While phantom is not manifested, spiritualist is immune to mind-affecting effects and possession.

SORTS CONNUS

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BONDED MANIFESTATION

As a swift action, manifest aspects of your phantom in your own body.

Niveau	ROUNDS PER DAY	Spiritualist Level	Utilisation Aujourd'hui
3	<input type="text"/> trs =	+ 3	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
17	<input type="text"/> trs =	(<input type="text"/> × 2) + 3	<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.

Niveau 8 2 × ectoplasmic tendrils can manipulate objects or attack as a standard or swift action using ectoplasmic manifested phantom's stats:

Bonus d'attaque

Dégâts

Niveau 13 +6 Armour bonus to AC.

Niveau 18 As a full round action, attack all foes in range. Take the better of two attack rolls, and use that for all attacks.

Critique

Confirm up to one critical.

x

INCORPOREAL

Shroud of insubstantial mist grants concealment against ranged attacks.

Niveau 8 Melee and unarmed attacks gain ghost touch.

Niveau 13 As a standard action, become invisible until your next turn.

Niveau 18 Become incorporeal, fly (30 ft, good)

SPELL-LIKE ABILITIES

DETECT UNDEAD

Niveau	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

Niveau 7 Calm an agitated haunt or ghost. Requires a caster level check.

Niveau 11 Deux fois par jour

Niveau 15 Trois fois par jour

Niveau 19 Four times a day

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SEE INVISIBILITY

Niveau 9 See invisibility for 10 minutes.

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CALL SPIRIT

Niveau 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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