

# SPIRITUALIST

Niveau de  
Lanceur de Sort

## SORTS

Sorts Connus	DD de sauvegarde du sort	Sorts par jour	= Sorts de base	+ 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.

#### INCORPOREAL

+2 Circumstance bonus to saves against mind-affecting effects when within 30ft.

Niveau 12 +4 To AC and saves  
+2 For allies

### 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 5 First round Presence of an undead aura.  
Second round Number of auras, and strongest. Risk of being overwhelmed.  
Third round Strength and location of each undead aura.

### CALM SPIRIT

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

Niveau 11 Twice a day

Niveau 15 Thrice a day

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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