	SPIRITUALIST Niveau de			SORTS CONNUS				
SORTS								
Sorts	SDD de sauvegarde Sort				0			
Connu	, ,	4 % -			1			
	S S S S S S S S S S S S S S S S S S S							
	1 7777							
	2			2				
	3 0000							
	4							
	5			3				
6								
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				4				
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	±0 to coving throws against	mind affecting affects			6			
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			``					
				As a swift action, manifest aspects of your phantom in your own body.				
own h	points.		Niveau	ROUNDS Spiritualist			Utilisation	
	BONDED SENSES As a standard action, share the phantom's senses.		3	PER DAY Level			Aujourd'hui	
Niveau	ROUNDS Spiritualist Utilisation PER DAY Level Aujourd'hui trs =			trs = +3				
2				ROUNDS Spiritualist				
			Niveau 17	Level Cevel				
Niveau			•	trs = (* 2	2).5			
10	Always share phantom's senses when manifested.			ECTOPLASMIC		INCORPOREAL		
	SPIRITUAL INTERFERENCE			+4 Shield bonus to AC, which appl	lies to	Shroud of insubstantial mist grants concealment		
Niveau	ECTOPLASMIC	INCORPOREAL	L	incorporeal attacks.		against ranged attacks.		
4	+2 Shield bonus to AC and circumstance bonus to all saves when within reach.	+2 Circumstance bonus to saves against mindaffecting effects when within 30ft.	Niveau	2 × ectoplasmic tendrils can manipulate objects or attack as a standard or swift action using ectoplasmic manifested phantom's stats:		Niveau Melee and unarmed attacks gain ghost touch.		
			8					
				Bonus d'attaque D	Dégâts	Niveau As a standard action, b	ecome invisible until	
Niveau	+4 To AC and saves	+4 Bonus to saves against mind-affecting effects.				13 your next turn.		
12	+2 For allies	+2 For allies	Niveau	16.1		Niveau 18 Become incorporeal, fly	/ (30 ft, good)	
	PHANTOM RECALL		13	+6 Armour bonus to AC.		10		
Niveau	Instantly call your phantom to your side or return it to		Niveau	As a full round action, attack all foes	s in range.			
6			18	Take the better of two attack rolls, and use				
				Confirm up to one critical.	Critique			
Niveau 10	FUSED CONSCIOUSNESS			Commin up to one critical.	×			
	Gain spirit's emotional focus bonus (skills and saves) even when phantom is not manifested.		*			ABILITIES	*	
Niveau	SPIRITUAL BOND Damage below 0hp is transferred to phantom instead.		Niveau	DETECT UNDEAD First I		ce of an undead aura. r of auras, and strongest. Risk o	of heing overwhelmed	
14			5			th and location of each undead a		
Niveau				CALM SPIRIT				
20			Niveau	Calm an agitated haunt or ghost. Rec			Aujourd'hui	
~			1	Niveau Twice a day Niveau Thric	ice a dav	Pour times a day		
			Niveau			-		
			9	See invisibility for 10 minutes.			∆ ujourd'hui	
			Niveau	CALL SPIRIT Summon a specific spirit. The difficulty depends on how well you know the individual 🛆ujourd'hui				
			16	Summon a specific spirit. The difficu and whether you have a physical con		now well you know the individu	ıal ⊠ujourd'hui	