

SPIRITUALIST

Niveau de
Maître de Sort

SORTS

Sorts Connus	Sort DD sauvegarde	Sorts par jour	= Base Sorts	Sorts supplémentaires
		0		SAG - 4 SAG - 8 SAG - 12
		1		□ □ □ □
		2		□ □ □ □
		3		□ □ □ □
		4		□ □ □ □
		5		□ □ □ □
		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 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	trs =		□ □ □ □ □ □ □ □

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.

Niveau **12** **+4** To AC and saves

+2 For allies

INCORPOREAL

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

+4 Bonus to saves against mind-affecting effects.

+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	trs =	+ 3	□ □ □ □ □ □ □ □
17	trs = (× 2) + 3	□ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □

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	Dommage
□ □ □ □ □ □ □ □	□ □ □ □ □ □ □ □

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. □ ×

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
4	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	Twice a day	Niveau	Thrice a day	Niveau	Four times a day
11		15		19	

Aujourd'hui
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□ □

SEE INVISIBILITY

Niveau **9** See invisibility for 10 minutes.

Aujourd'hui

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.

Aujourd'hui