

PHANTOM ABILITIES

Visão no Escuro 18m

**LINK**

Nível 1 Communicate over any distance as a free action. Spiritualist and Phantom magic item slots are shared.

**SHARE SPELLS**

Cast personal spells on the Phantom.

Nível 3 **DELIVER TOUCH SPELLS**

When fully manifested and within 30ft. Phantom cannot hold a spell charge.

Nível 4 **MAGIC ATTACKS**

Slam attacks treated as magical.

Nível 5 **ABILITY SCORE INCREASE**

**MAGIC ATTACKS**

Slam attacks treated as aligned.

Nível 10 **ABILITY SCORE INCREASE**

**DELIVER TOUCH SPELLS**

When fully manifested and within 30ft

CURRENT MANIFESTATION

	Ectoplasmic	Incorporeal
Full Manifestation	<input type="checkbox"/>	<input type="checkbox"/>
Bonded Manifestation	<input type="checkbox"/>	<input type="checkbox"/>

VELOCIDADE

VELOCIDADE	Velocidade de Vôo	Deslocamento Temporário
30m 6 sq	40 ft 8 sq	m m²

MANOBRAS DE COMBATE

MANOBRAS DE COMBATE

BONUS

BMC = FOR + BBA -

MANOBRAS DE COMBATE

DEFENSIVA

DMC = 10 + FOR + DES + BBA -

DESPREVINIDO DMC

DMC

DMC = 10 + FOR / BBA -

Temp BMC	Temp DMC	Modificadores Condicionais
+ BMC	+ DMC	

CURA

PONTOS DE VIDA	Armentos/	Morrendo	Estável	não letal	Inconsciente
hp	hp	hp			

A phantom is dismissed when it reaches negative hit points equal to its Constitution score.

A phantom is normally summoned with the same hit points as before; but if it was slain it has half its max hp.

CLASSE DE ARMADURA

CLASSE DE ARMADURA

CA = 10 + DES +

DESPREVINIDO CLASSE DE ARMADURA

CA = 10 / +

TOQUE CLASSE DE ARMADURA

CA = 10 + DES +

CA Temporária Resistência Mágica

+ CA

Redução de Dano

Notas

MANIFESTATION

Fully manifesting a phantom takes 1 minute. Switching between forms takes 1 full round.

Relling the phantom is a standard action until level 6.

ECTOPLASMIC

If more than 50 ft away, Spiritualist must concentrate to maintain solid form.

Cannot be more than 100ft away.

Nível	REDUÇÃO DE DANO
1	5/slashing
5	5/magic
10	10/magic
15	15/magic
20	20/-

**PHASE LURCH**

Able to pass through walls and obstacles.

ATAQUES

Slam Attack × 2

Alcance	Tipo	Bônus de Ataque	Dano	Crítico
m m²				x

Nível	Nível	Nível	Nível	Nível	Outros
1	5	9	13	17	
Dano	d6	d8	d10	2d6	2d8
peq / gde	d4 / d8	d6 / 2d6	d8 / 2d8	d10 / 3d6	2d6 / 3d8
					+ FOR +

MANOBRAS DE COMBATE

MANOBRAS DE COMBATE

BONUS

BMC = FOR + BBA -

MANOBRAS DE COMBATE

DEFENSIVA

DMC = 10 + FOR + DES + BBA -

DESPREVINIDO DMC

DMC

DMC = 10 + FOR / BBA -

Temp BMC	Temp DMC	Modificadores Condicionais
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PONTOS DE VIDA	Armentos/	Morrendo	Estável	não letal	Inconsciente
hp	hp	hp			

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CA = 10 + DES +

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Notas

MANIFESTATION

Fully manifesting a phantom takes 1 minute. Switching between forms takes 1 full round.

Relling the phantom is a standard action until level 6.

INCORPOREAL

An incorporeal form that appears within 30ft.

Cannot be more than 50ft away.

Cannot attack corporeal creatures, except to deliver touch spells.

Nível	DEFLECTION BONUS
1	5/slashing
5	5/magic
10	10/magic
15	15/magic
20	20/-

**PHASE LURCH**

Able to pass through walls and obstacles.

ATAQUES

Slam Attack × 2

Alcance	Tipo	Bônus de Ataque	Dano	Crítico
m m²				x

Nível	Nível	Nível	Nível	Nível	Outros
1	5	9	13	17	
Dano	d6	d8	d10	2d6	2d8
peq / gde	d4 / d8	d6 / 2d6	d8 / 2d8	d10 / 3d6	2d6 / 3d8
					+ FOR +

TESTES

Fortitude Resistência

FORT = CON +

REFLEXO RESISTÊNCIA

REF = DES +

VONTADE RESISTENCIA

VONTADE = SAB +

Nível	DEVOTION
6	+4 morale bonus to Will saves against enchantment

TESTES

Fortitude	Reflexo	Vontade

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EFEITOS

EFEITOS

CA = 10 + DES +

DESPREVINIDO CLASSE DE ARMADURA

CA = 10 / +

TOQUE CLASSE DE ARMADURA

CA = 10 + DES +

CA Temporária Resistência Mágica

+ CA

Redução de Dano

Notas