

Phase Knight

A mysterious and feared frontline warrior, the Phase Knight has mastered the art of using vibrational powers to project phase images of themselves to aid them in battle. Surrounded by these mostly intangible avatars, they charge into the fray as a cycling swarm of silhouettes and strikes.

➤ **Phase Projection** (3rd-level Phase Knight feature)

You can use a bonus action to magically manifest a phase of yourself in an unoccupied space you can see within 15 feet of you. This phase is a magical, translucent, gray image of you that lasts until it is destroyed, until you dismiss it as a bonus action, until you manifest another phase, or until you are incapacitated.

Your phase has AC 14 + your proficiency bonus, 1 hit point, and immunity to all conditions. If it must make a saving throw, it uses your saving throw bonus for the roll. It is the same size as you, and it occupies its space. On your turn, you can mentally command the phase to move up to 30 feet in any direction (no action required). If your phase is ever more than 30 feet from you at the end of your turn, it is destroyed.

You can use the phase in the following ways:

- As a bonus action, you can magically swap places with your phase at a cost of 15 feet of your movement, regardless of the distance between the two of you.
- When you take the **Attack action** on your turn, any attack you make with that action can originate from your space or the phase's space. You make this choice for each attack.
- When a creature that you can see within 5 feet of your phase moves at least 5 feet away from it, you can use your reaction to make an opportunity attack against that creature as if you were in the phase's space.

➤ **Flash Density** (3rd-level Phase Knight feature)

You can briefly heighten your phase's effectiveness. Whenever you take the **Attack action**, you can make one additional melee attack from the phase's position. You can use this feature a number of times equal to your Constitution modifier (a minimum of once). You regain all expended uses when you finish a long rest.

➤ **Synchronization** (7th-level Phase Knight feature)

You can temporarily transfer your consciousness to your phase. As an action, you can see through your phase's eyes and hear through its ears. During this time, you are deafened and blinded. You can sustain this effect for up to 10 minutes, and you can end it at any time (requires no action). While your phase is being used in this way, it can be up to 1,000 feet away from you without being destroyed.

➤ **Oscillation Shift** (10th-level Phase Knight feature)

You can make your phase throw itself in front of an attack directed at another creature that you can see. Before the attack roll is made, you can use your reaction to instantly move the phase to an unoccupied space within 5 feet of the targeted creature. The attack roll that triggered the reaction is instead made against your phase. Once you use this feature, you can't use it again until you finish a short or long rest.

➤ **Reverberation** (15th-level Phase Knight feature)

You have learned to absorb the fleeting magic of your phase. When a phase of yours is destroyed by taking damage, you can gain a number of temporary hit points equal to 2d6 + your Constitution modifier, provided you don't already have temporary hit points. You can use this feature a number of times equal to your Constitution modifier (a minimum of once). You regain all expended uses when you finish a long rest.

➤ **Concurrent Projection** (18th-level Phase Knight feature)

You can use a bonus action to create two memories with your **Phase Projection** feature, and these memories can coexist. If you try to create a third phase, the previous two phases are destroyed. Anything you can do from one phase's position can be done from the others instead.

In addition, when you roll initiative and have no uses of your **Flash Strike** feature left, you regain one use of that feature.