

Phantoms

Phantoms are created by tier level, with each tier representing double the value of the tier below it. Therefore, a tier 6 Phantom could be created with two 5-tier upgrades, or four 4-tier upgrades, etc.

As a guideline for power levels, a tier-4 phantom is considered the rough approximation of a human. Each higher tier becomes exponentially stronger, and each lower tier is exponentially weaker. See “Local Enchantments” for additional details on creation requirements.

Enchantment Range	Description	Tier
Room	Phantom is limited to a large room-sized area (roughly 5x5 meters).	-
Building	Phantom is limited to a large building-sized area (roughly 30x30 meters, 2-3 floors).	1
Property	Phantom is limited to a large property-sized area (roughly 250x250 meters, 10-20 floors).	2
Grounds	Phantom is limited to a large area (roughly 2x2 kilometers).	3

Form	Description	Tier
Intangible	Appear as a ghost-like, invincible figure without a tangible form.	-
Simple Form	Can take the form of wildlife animals, simplistic monsters, or other minor lifeforms.	1
Advanced Form	Can take the form of humans, bipedal creatures, golems, large predators, monsters, etc.	2
Supernatural Form	Can take the form of elementals, gaseous creatures, liquid forms, etc.	3

Phasing	Description	Tier
Standard	Can phase to and from ‘Intangible’ form; costs 50 cumulative mana over any number of rounds.	-
Intermediate	Gain 2x base speed while using ‘Intangible’ form.	1
Advanced	Gain movement through walls and 5x base speed while using ‘Intangible’ form.	2

Intelligence	Description	Tier
Predesignated	Can only perform a small number of predesignated tasks with little to no flexibility.	-
Combat Minded	Can competently fight and follow simple identifications on what is a threat.	1
Moderate	As intelligent as a child. Can handle most instructions, but may lack nuance.	2
Advanced	As intelligent as humans with superior memory. Can follow very complex instructions.	3
Supernatural	Super-intelligence, superior to humans. Lightning-fast calculations, eidetic memory, etc.	4

Ability	Phantom Chambers	Physical Stats	Tier
Base	0 Chambers	All physical stats score in the bottom 10 th percentile.	-
Limited	+2 Chambers	Physical stats average around the bottom 30 th percentile.	1
Moderate	+5 Chambers	Physical stats score as roughly 50 th percentile.	2
Gifted	+10 Chambers	Physical stats are exceptional (70 th percentile).	3
Empowered	+20 Chambers	Physical stats are extraordinary (90 th percentile).	4
Supernatural	+40 Chambers	Physical stats are legendary (95 th percentile).	5
Fantastical	+60 Chambers	Physical stats are all near optimal (99 th percentile).	6

Power	Description	Tier
None	Phantom gains no additional supernatural abilities.	-

<i>Limited</i>	Phantom gains a supernatural equivalent of a tier-1 Semblance.	1
<i>Moderate</i>	Phantom gains a supernatural equivalent of a tier-2 Semblance.	2
<i>Notable</i>	Phantom gains a supernatural equivalent of a tier-3 Semblance.	3
<i>Significant</i>	Phantom gains a supernatural equivalent of a tier-4 Semblance.	4
<i>Excessive</i>	Phantom gains a supernatural equivalent of a tier-5 Semblance.	5
<i>Empowered</i>	Phantom gains a supernatural equivalent of a tier-6 Semblance.	6
<i>Overpowered</i>	Phantom gains a supernatural equivalent of a tier-7 Semblance.	7

Conjurations	Description	Tier
<i>None</i>	Cannot conjure equipment of any kind; must use natural equipment.	-
<i>Simple</i>	Can conjure primitive equipment with very few parts (shovel, sword, shield, etc).	1
<i>Advanced</i>	Can conjure advanced, intricate or mechanical equipment (complex armors, guns, etc).	2

Mana Traits

Mana	Maximum Mana	Mana Per Second (MPS)	Tier
<i>Restricted</i>	5	2	-
<i>Limited</i>	25	4	1
<i>Minor</i>	50	6	2
<i>Moderate</i>	100	12	3
<i>Major</i>	200	22	4
<i>Supernatural</i>	400	35	5

Survival Traits

Survival traits apply only to phantoms that have a tangible form. Phantoms in a tangible form can take damage just like humans. However, instead of permanent death, they will dissipate back into their ‘Intangible’ form of pure energy. Once they have fully regenerated their health they can then manifest into their physical form again.

Health is measured by multitudes of X, where X is equal to an average human’s health.

Base Armor Equivalent indicates a base level of armor it is treated to have, even if it is not visible. Any damage to the phantom is first calculated by measuring how that armor would resist the weapons used against it.

Soak % indicates how much damage is soaked after calculating the damage caused after the Base Armor Equivalent.

Regeneration indicates how much health the phantom will regenerate for a given mana expenditure.

Survival	Health	Base Armor Equiv.	Soak %	Regeneration	Tier
<i>None</i>	1/2 X	-	0%	1% / 8 mana	-
<i>Lesser</i>	X	Cloth Armor	10%	1% / 7 mana	1
<i>Moderate</i>	2X	Leather Armor	25%	1% / 6 mana	2
<i>Major</i>	3X	Heavy Leather Armor	40%	1% / 5 mana	3
<i>Extreme</i>	4X	Chain Mail	60%	1% / 4 mana	4
<i>Supernatural</i>	5X	Plate Armor	85%	1% / 3 mana	5

Phantom Chambers

Each phantom chamber upgrade improves the phantom’s abilities in that aspect. Phantom chambers are balanced for humanoid phantoms. Other types of phantoms may be affected differently.

By default, phantoms already have unlimited stamina. They are resistant to all toxins, poisons, and contaminants. They also don’t feel pain, but have a sensory awareness of physical sensations to accommodate awareness of it.

Name	Upgrade	Max	Description
Strength	+20%	+200%	Affects strength and jump force. May have indirect benefits for damage.
Agility	+25%	+250%	Affects agility, dexterity, contortion, balance, and grace.
Speed	+5%	+150%	Affects movement and action speed. Cannot exceed “Reactions” rating.
Reactions	+10%	+200%	Affects reaction speeds.

Name	Upgrade	Max	Description
Vision	+50%	+250%	Affects vision, clarity, periphery vision, low-light awareness, etc.
Hearing	+50%	+250%	Affects hearing, filtering noise, etc.
Vibration	+100%	+500%	Affects physical touch and ability to sense vibrations.
Smell	+50%	+250%	Affects sense of smell.

Name	Upgrade	Max	Description
Res. Fire	+20%	100%	Resists X% of fire damage, heat, burns, smoke, and other fire-related effects.
Res. Electric	+20%	100%	Resists X% of electricity damage, shock, and electrical effects.
Res. Water	+20%	100%	Resists X% of frost damage, cold, and other water effects.
Res. Magic	+10%	100%	Resists X% of damage from magical sources.
Res. Mind	+20%	100%	Resists X% of mind-based powers.

Name	Cost	Description
360 Vision	2 Chambers	Can see in all directions simultaneously.
Sense Vulgar	2 Chambers	Can sense vulgar powers (e.g. elemental attacks) being used in their enchantment range.
Sense Presence	5 Chambers	Can sense the presence and location of any living creature in their enchantment range.

Grimm Phantoms

Grimm Phantoms are similar in nature to Phantoms, but with a few key differences. They are magically synthesized Grimm-like monsters, created by exploiting certain latent magic within Remnant. A Grimm Phantom can only take the form and powers of Grimm that actually exist in Remnant, with a small degree of variation. They require much less power to create and are much faster to regenerate, but can’t have many of the advantages that standard Phantoms have (intelligence, aura, semblances, etc).

Killing a Grimm Phantom, even when it’s in a perfectly reflected Grimm form, does not count toward killing Grimm. They are not created through negativity, they are not affected by emotions in any way, and do not possess the Grimm-like nature that triggers any enchantments. On death, a Grimm Phantom dissipates like a regular Grimm would (but often faster) and can be respawned by its Phantom handler after its regeneration period has finished.

Phantom handlers can be assigned to Grimm Phantoms to control their behavior. A designated Phantom handler must have supernatural intelligence and access to the Grimm Phantom (e.g. be within range, have permission to control, etc). The Grimm Phantom will obey the instructions of the Phantom handler, defaulting to standard Grimm behavior for any actions that are left undefined.

Grimm Phantoms are created by tier level, with each tier representing double the value of the tier below it. Therefore, a tier 6 Phantom could be created with two 5-tier upgrades, or four 4-tier upgrades, etc.

Grimm Conjured	Ranks	Regeneration	Notes	Tier
Insignificant	1, 2	5 – 10 seconds		1
Minor	3, 4	10 – 30 seconds		2
Moderate	5, 6	30 – 60 seconds		3
Major	7, 8	1 – 2 minutes		4
Powerful	9, 10, 11	2 – 5 minutes		5
Deadly	12, 13, 14	5 – 10 minutes		6

Enchantment Range	Description	Tier
Property	Range is limited to a large area (roughly 2x2 kilometers).	-