

PHANTOM ABILITIES

Vision dans le noir a 18m

LINK

Niveau 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.

Niveau 3 DELIVER TOUCH SPELLS

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

Niveau 4 MAGIC ATTACKS

Slam attacks treated as magical.

Niveau 5 ABILITY SCORE INCREASE

Niveau 10 MAGIC ATTACKS

Slam attacks treated as aligned.

ABILITY SCORE INCREASE

Niveau 12 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"/> |

VITESSE

| VITESSE  | Vitesse de vol | Vitesse temp |
|----------|----------------|--------------|
| 30m 6 sq | 40 ft 8 sq     | m cases      |

MANOEUVRES DE COMBAT

MANOEUVRE DE COMBAT

BONUS

BMO = STR + BBA - Taille Bonus d'attaque Modificateur Divers

MANOEUVRES DE COMBAT

DEFENSE

DMD = 10 + STR + DEX + Esquive Modificateur Deflection Modificateur Base Bonus d'attaque Taille Modificateur Divers

PRIS AU DEPOURVU

DMD

DMD = 10 + STR / / + Deflection Modificateur Base Bonus d'attaque Taille Modificateur Divers

BMO temp

BMO temp Modificateurs conditionnels

+ BMO + DMD

SANTE

POINTS DE VIE

Blessures

Mourant Stable Non létaux Inconscient

pv pv pv

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 D'ARMURE

CLASSE D'ARMURE

CA = 10 + DEX + Esquive Modificateur Deflection Modificateur Armure Naturelle Taille Modificateur Evolutions Divers

PRIS AU DEPOURVU CLASSE D'ARMURE

CA = 10 / / + Esquive Modificateur Deflection Modificateur Armure Naturelle Taille Modificateur Evolutions Divers

CONTACT CLASSE D'ARMURE

CA = 10 + DEX + Esquive Modificateur Deflection Modificateur Armure Naturelle Taille Modificateur Evolutions Divers

CA temp

Résistance à la magie

+ CA

Réduction de dégâts

Notes

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 INCORPOREAL

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

Cannot be more than 100ft away.

An incorporeal form that appears within 30ft.

Cannot be more than 50ft away.

Cannot attack corporeal creatures, except to deliver touch spells.

REDUCTION DES DEGATS

| Niveau |            |
|--------|------------|
| 1      | 5/slashing |
| 5      | 5/magic    |
| 10     | 10/magic   |
| 15     | 15/magic   |
| 20     | 20/-       |

PHASE LURCH

Able to pass through walls and obstacles.

ATTAQUES

Slam Attack x 2

| Portée  | Type | Bonus d'attaque | Dégâts | Critique |
|---------|------|-----------------|--------|----------|
| m cases |      |                 |        | x        |

| Niveau           | Niveau     | Niveau      | Niveau       | Niveau        | Divers        |
|------------------|------------|-------------|--------------|---------------|---------------|
| 1                | 5          | 9           | 13           | 17            |               |
| Dégâts Pte / Grd | d6 d4 / d8 | d8 d6 / 2d6 | d10 d8 / 2d8 | 2d6 d10 / 3d6 | 2d8 2d6 / 3d8 |
|                  |            |             |              |               | + STR +       |

MANOEUVRES DE COMBAT SAUVEGARDES

JET DE VIGUEUR

VIG = CON + Base Racial Divers Temp

RÉFLEXES SAUVEGARDE

REF = DEX + Base Racial Divers

VOLONTE SAUVEGARDE

VOL = SAG + Base Racial Divers

☐ Evasion ☐ Science de l'évasion ☐ Endurance ☐ Sens des pièges

Niveau DEVOTION

6 +4 morale bonus to Will saves against enchantment

EFFETS

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