PHANTOM ABILITIES

Niveau 1
Darkvision 60ft
LINK
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	☐	☐
Bonded Manifestation	☐	☐

VITESSE

VITESSE
30pds 6 sq

Vitesse de vol
40 ft 8 sq

Vitesse temp
pieds cases

MANOEUVRES DE COMBAT

MANOEUVRE DE COMBAT BONUS
BMO = STR + BBA - [Taille Modificateur] + [Divers]

MANOEUVRES DE COMBAT DEFENSE
DMD = 10 + STR + DEX + [Esquive Modificateur] + [Deflection Modificateur] + BBA [Base Bonus d'attaque] - [Taille Modificateur] + [Divers]

PRIS AU DEPOURVU DMD
DMD = 10 + STR / / + [Deflection Modificateur] + BBA [Base Bonus d'attaque] - [Taille Modificateur] + [Divers]

BMO temp + BMO
BMO temp + DMD   Modificateurs conditionnels

SANTE

POINTS DE VIE Blessures
pv

☐ Mourant ☐ Stable   Non létaux ☐ Inconscient
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 / / + + + [Taille] + +

CONTACT CLASSE D'ARMURE
CA = 10 + DEX + + / + [Taille] + +

CA temp + CA   Résistance à la magie   Modificateurs conditionnels

Réduction de dommage
/

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

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

Cannot be more than 100ft away.

Niveau	DAMAGE REDUCTION
1	5/slashing
5	5/magic
10	10/magic
15	15/magic
20	20/–

PHASE LURCH
Able to pass through walls and obstacles.

INCORPOREAL

An incorporeal form that appears within 30ft.

Cannot be more than 50ft away.

Cannot attack corporeal creatures, except to deliver touch spells.

DEFLECTION BONUS
CA = CHA

Niveau 9
INCORPOREAL FLIGHT
When incorporeal, fly speed 40ft (good).

ATTAQUES

Slam Attack × 2

Portée	Type		Bonus d'attaque	Dommage	Critique
pieds	cases				×

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

SAUVEGARDES

JET DE VIGUEUR

		Base	Racial	Divers	Temp
VIG = CON	+	+	+	+

RÉFLEXES SAUVEGARDE
REF = DEX + + + +

VOLONTE SAUVEGARDE
VOL = SAG + + + +

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

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

EFFETS

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