

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**

**MAGIC ATTACKS**

Slam attacks treated as aligned.

Niveau 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"/>

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** - Mod. de taille + Divers

**MANOEUVRES DE COMBAT**

**DEFENSE**

**DMD** = 10 + STR + DEX + Esquive Modificateur + Deflection Modificateur + Base Bonus d'attaque **BBA** - Mod. de taille + Divers

**PRIS AU DEPOURVU**

**DMD**

**DMD** = 10 + STR / / + Deflection Modificateur + Base Bonus d'attaque **BBA** - Mod. de taille + 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 + Mod. de taille + Divers + Divers

**PRIS AU DEPOURVU CLASSE D'ARMURE**

**CA** = 10 / / + + + Mod. de taille + +

**CONTACT CLASSE D'ARMURE**

**CA** = 10 + DEX + + / + Mod. de taille + +

CA temp Résistance à la magie Modificateurs conditionnels

**+ 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 1	Niveau 5	Niveau 9	Niveau 13	Niveau 17	Divers
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 + Temp

**VOLONTE SAUVEGARDE**

**VOL** = SAG + Base + Racial + Divers + Temp

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

Niveau **DEVOTION**

6 +4 morale bonus to Will saves against enchantment

EFFETS

**CLASSE D'ARMURE**

**CA** = 10 + DEX + Esquive Modificateur + Deflection Modificateur + Armure Naturelle + Mod. de taille + Divers + Divers

**PRIS AU DEPOURVU CLASSE D'ARMURE**

**CA** = 10 / / + + + Mod. de taille + +

**CONTACT CLASSE D'ARMURE**

**CA** = 10 + DEX + + / + Mod. de taille + +

CA temp Résistance à la magie Modificateurs conditionnels

**+ CA** **Réduction de dégâts** /

Notes