

PHANTOM ABILITIES

Dunkelsicht 18m

**LINK**

Stufe 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.

Stufe 3 **DELIVER TOUCH SPELLS**

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

Stufe 4 **MAGIC ATTACKS**

Slam attacks treated as magical.

Stufe 5 **ABILITY SCORE INCREASE**

Stufe 10 **MAGIC ATTACKS**

Slam attacks treated as aligned.

**ABILITY SCORE INCREASE**

Stufe 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"/>

BEWEGUNGSRATE

BEWEGUNGSRATE	Fliegend	Temp.
30m 6 sq	40 ft 8 sq	m Fe

KAMPFMANÖVER

**KAMPFMANÖVER BONUS**

**KMB** = **ST** + **GAB** - +

**KAMPFMANÖVER VERTEIDIGUNG**

**KMV** = **10** + **ST** + **GE** + + **GAB** - +

**AUF DEM FALSCHEN FUSS KMV**

**KMV** = **10** + **ST** / / + + **GAB** - +

Temp. KMB Temp. KMV Zustandsmodifikatoren

**+ KMB** **+ KMV**

GESUNDHEIT

**TREFFERPUNKTE** ☐ Sterbend ☐ Stabil Nichttödtlich ☐ Bewusstlos

TP TP TP

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.

RÜSTUNGSKLASSE

**RÜSTUNGSKLASSE**

**RK** = **10** + **GE** + +

**AUF DEM FALSCHEN FUSS RÜSTUNGSKLASSE**

**RK** = **10** / / + +

**BERÜHRUNG RÜSTUNGSKLASSE**

**RK** = **10** + **GE** + +

Temp. RK Zauberresistenz Zustandsmodifikatoren

**+ RK**

Schadensreduzierung

Notizen

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.

Stufe **SCHADENSREDUZIERUNG**

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

**PHASE LURCH**

Able to pass through walls and obstacles.

**DEFLECTION BONUS**

**RK** = **CH**

Stufe **INCORPOREAL FLIGHT**

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

ANGRIFFE

Slam Attack × 2

Reichweite	Art	Angriffsbonus	Schaden	Kritisch
m Fe				x
Stufe	Stufe	Stufe	Stufe	Stufe
1	5	9	13	17
Schaden klein/groß	<b>W6</b> W4 / W8	<b>W8</b> W6 / 2W6	<b>W10</b> W8 / 2W8	<b>2W6</b> W10 / 3W6
	<b>W8</b> W6 / 2W6	<b>W10</b> W8 / 2W8	<b>2W6</b> W10 / 3W6	<b>2W8</b> 2W6 / 3W8
				<b>ST</b> +

KAMPFMANÖVER RETTUNGSWÜRFE

**ZÄHIGKEIT RETTUNGSWURF**

**ZÄH** = **KO** + + + + +

**REFLEX RETTUNGSWURF**

**REF** = **GE** + + + + +

**WILLEN RETTUNGSWURF**

**WILL** = **WE** + + + + +

☐ Entrinnen ☐ Verbessertes Entrinnen ☐ Ausdauer ☐ Fallen-gespür

Stufe **DEVOTION**

6 +4 morale bonus to Will saves against enchantment

EFFEKTE