

NAME Phantasmal Wayfarer RACE Otherworldly SIZE 1 HEIGHT 5'9" WEIGHT 100lbs HL 3 EL 0

CON	<u>4</u>	AGI	<u>4</u>	INT	<u>3</u>	STR	<u>3</u>	WILL	<u>5</u>	CHA	<u>2</u>
Hit Points	<u>60</u> / <u>60</u>	Initiative	<u>8</u>	C. Mastery	<u>6</u>	Armor	<u>6</u>	SP Armor	<u>10</u>	Song Effect	<u>4</u>
Vitality	<u>120</u> / <u>120</u>	Speed	<u>8</u>	H. Mastery	<u>6</u>	MAD	<u>6</u>	M. Mastery	<u>10</u>	M. Speed	<u>4</u>
		RAD	<u>8</u>	SP Mastery	<u>6</u>					M. Damage	<u>4</u>

ATTACK # 1

Description: Sword

Type: N. Melee Weapon Range: 1 Accuracy: 3/4/5/6DMG: 26 Crit DMG: 32 | SP-DMG: Crit SP-DMG:

Other: _____

ATTACK # 2

Description: Phantasmal Dart

Type: S.N. Ranged Weapon Range: 6 Accuracy: 4/5/6DMG: ____ Crit DMG: ____ | SP-DMG: 26 Crit SP-DMG: 32

Other: _____

ABILITIES

Name: Distort Reality	Description: Target creature within 10 spaces tests WILL 8	DPD: Knockback & Stun
-------------------------------------	--	---

Name: Phantasmal Bolt	Description: Target creature within 5 spaces tests AGI 9	DPD: Knockback & 5 SP-DMG
------------------------------	---	----------------------------------

Name: Phantasmal Prison	Description: Target creature within 10 spaces tests STR 8	DPD: Frost	& Slow
--------------------------------	--	-------------------	-------------------

Name: _____ **Description:** _____ **DPD:** _____ **&** _____

Name: _____ **Description:** _____ **DPD:** _____ **&** _____

IMMUNITIES, VULNERABILITIES, & TRAITS

Immunities: Frost, Knockback

Vulnerabilities:

Traits: Dodging/Evading, Nimble, Resilience

EQUIPMENT, ITEMS, GOLD, & LOOT (If any)

LORE

Phantasms travel the dimensions in search of many things; battle, skills, and knowledge. While knowledge appears to be their top priority, their time in foreign dimensions is limited, so they'll typically make do with a fight, hunt, or duel to hone their combat skills. On occasion, some will merely observe a foreign lands way of life. If they perish in a foreign world, their bodies will return to their home world, partially harmed.

It should also be noted that Phantasms can only project about half of their physicality. This causes them to take the form of light bluish glowing ghosts, that are 50% physical and 50% apparition. While their methods of traversing the multiverse is unclear, it is known that it involves mirror-play, reflecting light off water or ice to create a slight distortion in reality. Doing so allows them to blink and phase into other universes. Because of this, you're likely to see them in areas where ice or water is abundant.

Phantasmal Wayfarers can be seen doing various things around Estaria, skirmishing with mutants, hunting wild beasts, or assessing various cultures and processes. Some may even be found casually exploring the wilderness. While most Phantasms reside in colder climates or ocean sides, Wayfarers are more likely to branch out and travel the wastelands.

Due to their unusual affinity for ice, Phantasms are immune to Frost. Because of the strange dimensional magic that anchors them to this world, they're immune to Knockback. Their half physical/half apparitional form helps them resist other status effects and wounds.

APPEARANCE

Phantasmal Wayfarers are ghostlike humanoids, that dress like eastern travelers. They wear a shalwar kameez and a keffiyeh that conceals most of their face. Their clothes are typically loose fitting with light metal bazubands, shin guards, and belts overtop. They're also known to accent their attire with gems and jewelry. Since they radiate with a soft blue glow, they typically wear light blue clothing with burgundy and gold accents.

As for weapons, Phantasmal Wayfarers use swords for their melee attacks (*typically scimitars or katanas.*) They throw ghostlike darts of phantasmal energy for ranged attacks. Distort Reality is an ability that attempt to distort the way a creature perceives reality, and Phantasmal Prison attempts to weigh a creature down with a cold, heavy miasma.

COMBAT BEHAVIOR

Phantasmal Wayfarers are normal enemies when it comes to combat. They move towards hostile creatures, attack them with melee attacks, and use ranged attacks or abilities when appropriate.

The Nimble trait allows Phantasmal Warriors to be immune to attacks of opportunity. Once per round, their Dodging/Evading trait allows a them to only lose half the HP from an attack or ability, that causes them to lose HP.