×	PHANTOM ABILITIES	MANIFESTATION		
	Visão no Escuro 18m LINK	Fully manifesting a phantom takes 1 minute. Switching between forms takes 1 full round. Relling the phantom is a standard action until level 6.		
Nível 1	Communicate over any distance as a free action. Spiritualist and Phantom magic item slots are shared.	ECTOPLASMIC INCORPOREAL		
_	SHARE SPELLS Cast personal spells on the Phantom.	If more than 50 ft away, Spiritualist must concentrate to maintain solid form. An incorporeal form that appears within 30ft.		
Nível	DELIVER TOUCH SPELLS	Cannot be more than 100ft away. Cannot be more than 100ft away. Cannot attack corporeal creatures, except to compare the compared to the com	deliver	
3	When fully manifested and within 30ft. Phantom cannot hold a spell charge.	Nível REDUÇÃO DE DANO Nível REDUÇÃO DE DANO	actives	
Nível	MAGIC ATTACKS	1 5/slashing DEFLECTION		
4	Slam attacks treated as magical.	5 5/magic BONUS 10 10/magic CA = CAR		
Nível 5	ABILITY SCORE INCREASE	15 15/magic		
Nível	MAGIC ATTACKS Slam attacks treated as aligned.	9 When incorporeal, fly speed 40ft (good	d).	
10	ABILITY SCORE INCREASE	PHASE LURCH Able to pass through walls and obstacles.		
Nível 12	DELIVER TOUCH SPELLS When fully manifested and within 30ft	ATAQUES		
×	CURRENT MANIFESTATION	Slam Attack × 2		
	Ectoplasmic Incorporeal	Alcance Tipo Bônus de Ataque Dano Cr	rítico	
	Full Manifestation	m m²	×	
В	onded Manifestation			
VELO	VELOCIDADE Velocidade de Vôo Deslocamento Tempor	Nível Nível Nível Nível 1 5 9 13 17	Outros	
		Dano d6 d8 d10 2d6 2d8 + FOR +	outio	
3	0m 6 sq 40 ft 8 sq m m ²	peq/gde d4/d8 d6/2d6 d8/2d8 d10/3d6 2d6/3d8		
Ĭ.	MANOBRAS DE COM			
MAN(BÔNU	DBRA DE COMBATE Bônus Modificador de Sase de Ataque Tamanho Outros	Fortitude Resistencia	empoi	
BM		FORT = CON+ + +	+	
	DBRA DE COMBATE Modificador de Estápidiá	REFLEXO RESISTÊNCIA		
	Wodilicador ac Edyumai	reflexão Base de Ataque Tamanho Outros	+	
DIV	[C] = 10 + FOR + DES + +	+ BBA - + VONTADE RESISTENCIA		
DESP	REVINIDO DMC Modific	ificador de Bônus Modificador de		
DMC		Deflexão Base de Ataque Tamanho Outros 🗆 Evasão 🗆 Improved 🗆 Resistência 🗆 Trap Evasion Sense		
DN	[C] = 10 + FOR / / +	+ BBA - + Nível DEVOTION		
Tem	p BMC Temp DMC Modificadores Condicionais	6 +4 morale bonus to Will saves against enchantmen	nt	
+ P	BMC + DMC			
$\overline{}$	CURA			
NTOS		rrendo Estável não letal Unconscious		
	hp	hp hp		
A phan	tom is dismissed when it reaches negative hit points equal to			
\ phan	tom is normally summoned with the same hit points as befor	fore; but if it was slain it has half its max hp.		
``	CLASSE DE ARMAI			
CLAS	Modificador de E supudiví acador de Ar S SE DE ARMADURA Deflexão N	Armadura Modificador de Natural Tamanho Outros Outros		
	A = 10 + DES + + +	+ + + +		
SURI	PRESA CLASSE DE ARMADURA			
	EA = 10 / / + +	+ + +		
TOO	JE CLASSE DE ARMADURA			
	EA = 10 + DES + +	/ + · · · + · · ·		
	nporária Resistência Mágica dificadores Condicionais			
+ (
Kedu	ção de Dano			
Notas	I			