PHANTOM ABILITIES	MANIFESTATION
Darkvision 60ft	Fully manifesting a phantom takes 1 minute. Switching between forms takes 1 full round. Relling the phantom is a standard action until level 6.
LINK Level Communicate over any distance as a free action. 1 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. Cannot be more than 50ft away.
Level DELIVER TOUCH SPELLS	Cannot be more than 100ft away. Cannot be more than 100ft away. Cannot attack corporeal creatures, except to delive
When fully manifested and within 30ft. Phantom cannot hold a spell charge.	Level DAMAGE REDUCTION touch spells.
Level MAGIC ATTACKS 4 Slam attacks treated as magical.	1 5/slashing DEFLECTION 5 5/magic BONUS
Level	10 10/magic AC = CHA
5 ABILITY SCORE INCREASE	15 15/magic Level INCORPOREAL FLIGHT
Level 10 MAGIC ATTACKS Slam attacks treated as aligned.	9 When incorporeal, fly speed 40ft (good). PHASE LURCH
ABILITY SCORE INCREASE	Able to pass through walls and obstacles.
Level DELIVER TOUCH SPELLS 12 When fully manifested and within 30ft	ATTACKS
CURRENT MANIFESTATION	Slam Attack × 2
Ectoplasmic Incorporeal Full Manifestation	Range Type Attack Bonus Damage Critical
Bonded Manifestation	ft sq x
SPEED	Level Level Level Level 1 5 9 13 17 Mis
SPEED Fly Speed Temp Speed	16 do de 24 ado 000
30 ft 6 sq 40 ft 8 sq ft sq	Damage do d8 d10 2d0 2d8 + STR + Sml / Lrg d4 / d8 d6 / 2d6 d8 / 2d8 d10 / 3d6 2d6 / 3d8
COMBAT MANOEUVRE Base Size	D. D. L. W. T.
BONUS Attack Bonus Modifier Misc	FORTITUDE SAVE Base Racial Misc ler
CMB = STR + BAB - 1 +	REFLEX SAVE
	ection Base Size REF = DEX + + +
CMD = 10 + STR + DEX + +	+ BAB - + WILL SAVE
	will = WIS + + + +
	difier Attack Bonus Modifier Misc Evasion Improved Endurance Trap Evasion Sense
CMD = 10 + STR / / +	+ BAB - + Level DEVOTION
Temp CMB Temp CMD Conditional Modifiers	6 +4 morale bonus to Will saves against enchantment
+ CMB + CMD	
HEALTH	ř.
HIT POINTS Wounds	
hp\	hp hp
A phantom is dismissed when it reaches negative hit points equal to A phantom is normally summoned with the same hit points as before	e; but if it was slain it has half its max hp.
ARMOUR CLAS	
3	latural Size urmour Modifier Misc Misc
AC = 10 + DEX + + +	+ 11 +
FLAT-FOOTED ARMOUR CLASS	
AC = 10 / / + _ +	++
AC = 10 + DEX + +	/ + + + +
Temp AC Spell Resistance Conditional Modifiers	
Pamage Reduction	
Jamage neutron	
Notes	