

PHANTOM ABILITIES

Darkvision 60ft

**LINK**

Level 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.

Level 3 **DELIVER TOUCH SPELLS**

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

Level 4 **MAGIC ATTACKS**

Slam attacks treated as magical.

Level 5 **ABILITY SCORE INCREASE**

**MAGIC ATTACKS**

Slam attacks treated as aligned.

Level 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"/>

SPEED

SPEED	Fly Speed	Temp Speed
30 ft 6 sq	40 ft 8 sq	<input type="text"/> ft <input type="text"/> sq

COMBAT MANOEUVRES

**COMBAT MANOEUVRE BONUS**

**CMB** = STR + BAB - +

**COMBAT MANOEUVRE DEFENCE**

**CMD** = 10 + STR + DEX +  +  + BAB - +

**FLAT-FOOTED CMD**

**CMD** = 10 + STR /  /  +  + BAB - +

Temp CMB  Temp CMD  Conditional Modifiers

**+ CMB** **+ CMD**

HEALTH

**HIT POINTS** Wounds ☐ Dying ☐ Stable ☐ Non-lethal ☐ Unconscious

hp  hp  hp

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.

ARMOUR CLASS

**ARMOUR CLASS**

**AC** = 10 + DEX +  +  +  + +  +

**FLAT-FOOTED ARMOUR CLASS**

**AC** = 10 /  /  +  +  + +  +

**TOUCH ARMOUR CLASS**

**AC** = 10 + DEX +  +  /  + +  +

Temp AC  Spell Resistance  Conditional Modifiers

**+ AC**

Damage Reduction /

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.

Level 1 **DAMAGE REDUCTION**

1 5/slashing

5 5/magic

10 10/magic

15 15/magic

20 20/-

**PHASE LURCH**

Able to pass through walls and obstacles.

An incorporeal form that appears within 30ft.

Cannot be more than 50ft away.

Cannot attack corporeal creatures, except to deliver touch spells.

**DEFLECTION BONUS**

**AC** = **CHA**

Level 9 **INCORPOREAL FLIGHT**

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

ATTACKS

Slam Attack × 2

Range	Type	Attack Bonus	Damage	Critical
ft sq		<input type="text"/>	<input type="text"/>	x
Level 1	Level 5	Level 9	Level 13	Level 17
Damage Sml / Lrg	d6 d4 / d8	d8 d6 / 2d6	d10 d8 / 2d8	2d6 2d8 / 3d8
				Misc

SAVES

**FORTITUDE SAVE**

**FORT** = CON +  +  +  +

**REFLEX SAVE**

**REF** = DEX +  +  +  +

**WILL SAVE**

**WILL** = WIS +  +  +  +

☐ Evasion ☐ Improved Evasion ☐ Endurance ☐ Trap Sense

Level 6 **DEVOTION**

+4 morale bonus to Will saves against enchantment