| ×                 | PHANTOM ABILITIES  | MANIFESTATION  |                 |
|-------------------|--|--|-----------------|
|                   | Dunkelsicht 18m<br>LINK  | Fully manifesting a phantom takes 1 minute. Switching between forms takes 1 full round.<br>Relling the phantom is a standard action until level 6. |                 |
| Stufe             | Communicate over any distance as a free action.  | ECTOPLASMIC INCORPOREAL  |                 |
| 1                 | Spiritualist and Phantom magic item slots are shared.  SHARE SPELLS  | If more than 50 ft away, Spiritualist must concentrate  An incorporeal form that appears within  | 30ft.           |
|                   | Cast personal spells on the Phantom.   | to maintain solid form.  Cannot be more than 50ft away.  |                 |
| Stufe 3           | DELIVER TOUCH SPELLS When fully manifested and within 30ft.  | Cannot be more than 100ft away.  Cannot attack corporeal creatures, exce touch spells.   | pt to deliver   |
| Stufe             | Phantom cannot hold a spell charge.  | Stufe SCHADENSREDUZIERUNG  5/slashing DEFLECTION   |                 |
| 4                 | MAGIC ATTACKS Slam attacks treated as magical.   | 5 5/magic BONUS  |                 |
| Stufe<br><b>5</b> | ABILITY SCORE INCREASE   | 10 10/magic<br>15 15/magic   |                 |
| Stufe             | MAGIC ATTACKS Slam attacks treated as aligned.   | 20 20/- Stufe INCORPOREAL FLIGHT 9 When incorporeal, fly speed 40ft  | (good).         |
| 10                | ABILITY SCORE INCREASE   | PHASE LURCH Able to pass through walls and obstacles.  |                 |
| Stufe             | DELIVER TOUCH SPELLS   | ANGRIFFE   |                 |
| 12                | When fully manifested and within 30ft  CURRENT MANIFESTATION   | Slam Attack × 2  |                 |
|                   | Ectoplasmic Incorporeal  | Reichweite Art Angriffsbonus Schaden   | Kritisch        |
|                   | Full Manifestation   | m Fe   | ×               |
| В                 | onded Manifestation   □  |  |                 |
| BEW               | BEWEGUNGSRATE Fliegend Temp.   | Stufe Stufe Stufe Stufe 1 5 9 13 17  | Sonstig         |
|                   | 0 6 40.0   | Schaden W6 W8 W10 2W6 2W8 + ST   | +               |
|                   |  | klein/groß W4/W8 W6/2W6 W8/2W8 W10/3W6 2W6/3W8   |                 |
| KAMI              | KAMPFMANÖVI<br>PFMANÖVER Grund- Größen-  | ER RETTUNGSWÜRFE ZÄHIGKEIT RETTGINGBONG KVORKS- Sonst  | iges Tem        |
| BONU              |  | ZÄH = KO + + +   | +               |
| KIV               | IB = ST + GAB - 11 +   | REFLEX RETTUNGSWURF  |                 |
|                   | PFMANÖVER Ausweich- Ablenk PEIDIGUNG modifikator modif   | kungs- Grund- Größen- REF = GF + + +   | +               |
| KN                | niounkator moun  | fikator angriffsbonus modifikator Sonstiges WILLEN RETTUNGSWURF  |                 |
|                   |  | WIL   = WE + + +   | +               |
| KMV               |  |  | allen-<br>espür |
| KN                | TV = 10 + ST / / +   | + GAB - + Stufe DEVOTION   |                 |
| Tem               | p. KMB Temp. KMV Zustandsmodifikatoren   | 6 +4 morale bonus to Will saves against encha  | ntment          |
| + [               | KMB +KMV   |  |                 |
|                   | GESUNDHEIT   |  |                 |
| EFFE              | RPUNKTErletzungen 🖂 Sterbe   | end ☐ Stabil Nichttödlich☐ Bewusstlos  |                 |
|                   | ТР   | ТР   |                 |
| A phan            | ntom is dismissed when it reaches negative hit points equal to<br>ntom is normally summoned with the same hit points as before | o its Constitution score.  |                 |
| r pilai           | RÜSTUNGSKLAS   | ·  |                 |
|                   | Ausweich- Ablenkungs- Nat  | türliche Größen-   |                 |
|                   | TONGSKLASSE  | üstung modifikator Sonstiges Sonstiges   |                 |
|                   |  |  |                 |
|                   | DEM FALSCHEN FUSS RÜSTUNGSKLASSE  RK = 10 / / + +  | + 11 + +   |                 |
|                   | ÜHRUNG RÜSTUNGSKLASSE  |  |                 |
|                   | RK = 10 + GE + +   | / + + +  |                 |
| Ten               | np. RK Zauberresistenz Zustandsmodifikatoren   |  |                 |
|                   | RK   |  |                 |
| Schade            | ensreduzierung   |  |                 |
| Notizei           | 1  |  |                 |
| 10 UZCI           |  |  |                 |
|                   |  |  |                 |