PHANTOM ABILITIES	MANIFE	STATION
Vision dans le noir a 18m	Fully manifesting a phantom takes 1 minute. Switching between forms takes 1 full round. Relling the phantom is a standard action until level 6.	
Niveau 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.
Niveau DELIVER TOUCH SPELLS	Cannot be more than 100ft away.	Cannot attack corporeal creatures, except to deliver
When fully manifested and within 30ft. Phantom cannot hold a spell charge.	Niveau RÉDUCTION DE DÉGÂTS	touch spells.
Niveau MAGIC ATTACKS 4 Slam attacks treated as magical.	 5/slashing 5/magic 	BONUS DE PARADE
Niveau ABILITY SCORE INCREASE 5	10 10/magic15 15/magic20 20/-	Niveau INCORPOREAL FLIGHT
Niveau 10 MAGIC ATTACKS Slam attacks treated as aligned. ABILITY SCORE INCREASE	PHASE LURCH	9 When incorporeal, fly speed 40ft (good).
Niveau DELIVER TOUCH SPELLS	Able to pass through walls and obstacles.	QUES
When fully manifested and within 30ft CURRENT MANIFESTATION	Slam Attack × 2	, QC 2.0
Ectoplasmic Incorporeal		onus d'attague
Full Manifestation	Portée Type	onus d'attaque Dégâts Critique
Bonded Manifestation	m cases	x
VITESSE VITESSE Vitesse de vol Vitesse temp	Niveau Niveau Niveau 1 5 9	Niveau Niveau 17 Divers
30m 6ca 40 ft 8ca m cases	Dégâts d6 d8 d10 Pte / Grd d4 / d8 d6 / 2d6 d8 / 2d8	2d6 2d8 + FOR +
* MANOEUVRES DE CO		SAUVEGARDES
BONUS DE Bonus Taille		VIGUEUR Base Racial Divers Temp
BMO = FOR + BBA - +	VIG	= CON+ + + + +
DEGRÉ DE Modificateur Modificat	cateur Bonus Taille	RÉFLEXES = DEX + + + +
	arade de base à l'attaqueModificateur Divers	VOLONTÉ
DMD = 10 + FOR + DEX + + +	+ BBA - TT + VOL	= SAG + + + +
PRIS AU DEPOURVU Modifi DMD de pa	cateur Bonus Taille	on Science de Endurance Sens l'évasion des pièges
DMD = 10 + FOR / / +		EVOTION 4 morale bonus to Will saves against enchantment
BMO temp Modificateurs conditionnels	0 1/	morale bonus to will saves against enchantment
+BMO +DMD		
SANTE	*	
PTS DE VIE Blessures	nt ☐ Stable Non létaux ☐ Inconscient	
pv	pv	
A phantom is dismissed when it reaches negative hit points equal to A phantom is normally summoned with the same hit points as before	its Constitution score. ; but if it was slain it has half its max hp.	
CLASSE D'ARMU		EFFETS
diagnina da parada. Na	rmure Taille turelle Modificateur Divers Divers	
CA = 10 + DEX + + +	+ + + +	00000
PRIS AU DÉPOURVU CLASSE D'ARMURE	`!!! ` `	
CA = 10 / / + +	+ + +	
CLASSE D'ARMURE DE CONTACT		
CA = 10 + DEX + +	/ + 1 + +	
CA temp Rés. à la magieModificateurs conditionnels		
+ CA Réduction de dégâts		
/		
Notes		00000