<b>X</b>	PHANTOM ABILITIES		MANIFESTATION								
	Visão no Escuro 18m		Fully manifesting a phantom takes 1 minute. Switching between forms takes 1 full round.								
Nível	LINK Communicate over any distance as a free action.		Relling the phantom is a standard action until level 6.  ECTOPLASMIC INCORPOREAL								
1	Spiritualist and Phantom magic item slots are shar 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.			
Nível	<b>DELIVER TOUCH SPELLS</b> When fully manifested and within 30ft.	_	Cannot be more than 100ft away.  Nível REDUÇÃO DE DANO 1 5/slashing 5 5/magic 10 10/magic 15 15/magic				Cannot attack corporeal creatures, except to deliver touch spells.				
3	Phantom cannot hold a spell charge.						DEFLECTION				
Nível 4	MAGIC ATTACKS Slam attacks treated as magical.						BONUS  CA = CAR				
Nível <b>5</b>	ABILITY SCORE INCREASE										
	MAGIC ATTACKS		<b>20</b> 20/-	20/-				L FLIGHT	aooq)		
Nível 10	Slam attacks treated as aligned.  ABILITY SCORE INCREASE		PHASE LURCH Able to pass through walls and obstacles.				<b>9</b> When incorporeal, fly speed 40ft (good).				
Nível 12	<b>DELIVER TOUCH SPELLS</b> When fully manifested and within 30ft					ATA	QUES				
<u> </u>	CURRENT MANIFESTATION		Slam A	ttack ×	2						
	Ectoplasmic Incorporeal	A	lcance	T	ipo	Bi	inus de Atac	que	Dano	Crítico	
	Full Manifestation		m							×	
В	onded Manifestation   VELOCIDADE			Nível	Nível	Nível	Nível	Nível			
VELO	OCIDADE VELOCIDADE  Velocidade de Vôo Deslocamento	Temporário		1	5	9	13	17		Outro	
3	0 6 40 6 0	0	Dano	d6	d8	d10	2d6	2d8	+ FOR	+	
			peq / gde	d4 / d8	d6 / 2d6	d8 / 2d8	d10 / 3d6	2d6 / 3d8			
VIANO	MANOBRAS D OBRA DE COMÔNAISEBASE DE OTRO DE Tama		ATE			Fautitu	<b>le</b> Resist	TESTI		s Tempo	
BÔNU	JS	Outros				FORT	e Resist		+	+	
BN	IC = FOR + BBA - 1 +						O RESIS			_ 💾	
	OBRA DE COMBATE Modificador de	Estopoliaicado	BYÔNNUS BAS	E DID ØðTAGÐU	For de Tamanho	REF	= DES		+	+	
	NCIVA	Deflexã	0		Outro	)S	re resis			_	
DN	= 10 + FOR + DES +	_ +	+ ( B)	BA   -	M' +		E SAB		+	+	
DESP DMC	PREVINIDO DMC	Modificade Deflexã		E DIEL OAT VANCABLE	Eor de Tamanho Outro	□ Evasã	o 🗆 Aun Eva:		sistência □ Ser Arr	ntir nadilhas	
DN	IC = 10 + FOR / /	+	+ Bl	BA -	<u> </u>		EVOTION				
Tem	p BMC Temp DMC Modificadores Condicionais					<b>—</b> 6 +	I morale bor	nus to Will saves	s against enchan	tment	
+ B	BMC + DMC										
_	CUI	RA									
NTOS	DE VIDAerimentos/	☐ Morrendo	☐ Estável	não leta	∣ ∏ Inconscie	nte					
	pv		p١	/	р	v					
	tom is dismissed when it reaches negative hit points				165						
\ phan	tom is normally summoned with the same hit points	·		lain it has ha	alf its max hp.		_	FFFIM	O.C.		
`	CLASSE DE A  Modificador de Estapadivacac			de Tamanho				EFEIT	08		
CLAS	SSE DE ARMADURA Deflex				itros Outro	S					
	EA = 10 + DES + +	+	+ 🛉	+	+	_					
DESI	PREVINIDO CLASSE DE ARMADURA			2.							
	EA = 10 / / +	+	_+	+	+	_					
TOQ	UE CLASSE DE ARMADURA										
	EA = 10 + DES + +	/	+ 1	+	+						
CA Ter	mporária Resistência Mágibaodificadores Condiciona	is				_			г		
+ (	CA										
Redu	ção de Dano										
Notas	1					_					
.,,,,,,,											