PHANTOM ABILITIES	MANIFESTATION
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 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 5/magic BONUS DE PARADE
Niveau ABILITY SCORE INCREASE	10 10/magic 15 15/magic 20 20/- Niveau INCORPOREAL FLIGHT
Niveau 10 MAGIC ATTACKS Slam attacks treated as aligned.	20 20/- When incorporeal, fly speed 40ft (good). PHASE LURCH
ABILITY SCORE INCREASE	Able to pass through walls and obstacles.
Niveau DELIVER TOUCH SPELLS 12 When fully manifested and within 30ft	ATTAQUES
CURRENT MANIFESTATION	Slam Attack × 2
Ectoplasmic Incorporeal Full Manifestation	Portée Type Bonus d'attaque Dégâts Critique
Bonded Manifestation	m cases ×
VITESSE Vitesse de vol Vitesse temp	Niveau Niveau Niveau Niveau 1 5 9 13 17 Divers
30m 6ca 40 ft 8ca m cases	Dégâts d6 d8 d10 2d6 2d8 + FOR + Pte/Grd d4/d8 d6/2d6 d8/2d8 d10/3d6 2d6/3d8
MANOEUVRES DE C	
BONUS DE Bonus Mod de	JET DE VIGUEUR Base Racial Divers Temp
MANOEUVRE OFFENde base à l'attaque taille Divers BMO = FOR + BBA - + +	VIG = CON+ + + + +
DEGRÉ DE Modificateur Modi	
	parade de base à l'attaque taille Divers LET DE VOLONTÉ
DMD = 10 + FOR + DEX + +	+ BBA - + + + + + +
	ficateur Bonus Mod. de Science de Endurance Sens Science de Science de Sens Sc
DMD = 10 + FOR / / +	+ BBA - 1 + Niveau DEVOTION
BMO temp Modificateurs conditionnels	6 +4 morale bonus to Will saves against enchantment
+BMO +DMD	
SANTE	
PTS DE VIE Blessures	rant ☐ Stable Non létaux ☐ Inconscient
pv	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	o its Constitution score. re; but if it was slain it has half its max hp.
CLASSE D'ARM	URE EFFETS
	Armure Mod. de laturelle taille Divers Divers
CA = 10 + DEX + + +	+ + + +
PRIS AU DÉPOURVU CLASSE D'ARMURE	
CA = 10 / / + +	+ + + +
CLASSE D'ARMURE DE CONTACT	
CA = 10 + DEX + +	/ + ••• +
CA temp Rés. à la magieModificateurs conditionnels	
+ CA	
Réduction de dégâts	
Notes	