×	PHANTOM ABILITIES	MANIFESTATION
	Darkvision 60ft LINK	Fully manifesting a phantom takes 1 minute. Switching between forms takes 1 full round. Relling the phantom is a standard action until level 6.
Nivel	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.
Nivel	DELIVER TOUCH SPELLS When fully manifested and within 30ft.	Cannot be more than 100ft away. Cannot attack corporeal creatures, except to de touch spells.
3	Phantom cannot hold a spell charge.	Nivel Reducción de Daño 5/slashing DEFLECTION
Nivel 4	MAGIC ATTACKS Slam attacks treated as magical.	5 5/magic BONUS
Nivel	ABILITY SCORE INCREASE	10 10/magic CA = CAR
5		15 15/magic Nivel INCORPOREAL FLIGHT
Nivel	MAGIC ATTACKS Slam attacks treated as aligned.	9 When incorporeal, fly speed 40ft (good).
10	ABILITY SCORE INCREASE	PHASE LURCH Able to pass through walls and obstacles.
Nivel 12	DELIVER TOUCH SPELLS When fully manifested and within 30ft	ATAQUES
	CURRENT MANIFESTATION	Slam Attack × 2
	Ectoplasmic Incorporeal	Alcance Tipo Bon de Ataque Daño Críti
	Full Manifestation	, c
В	onded Manifestation	Nivel Nivel Nivel Nivel
VFLC	VELOCIDAD Vel. de Vuelo Vel Temp	1 5 9 13 17
		Daño d6 d8 d10 2d6 2d8 + FUE +
	30' 6 sq 40 ft 8 sq c	Peq/Gde d4/d8 d6/2d6 d8/2d8 d10/3d6 2d6/3d8
RONI	MANIOBRAS DE CON IS MANIOBRA Bonificador de Mod	MBATE SALVACIÓN DE FOR PASCEZA Racial Misc
	DMBATE Ataque Base Tamaño Misc	FORT = CON + + + +
BIV	IC = FUE + BAB - 🙌 +	SALVACIÓN REFLEJOS
	NSA DE MANIOBRA Mod de Mod	od de Bonificador de Mod REF = DES + + +
_		esvío Ataque Base Tamaño Misc SALVACIÓN VOL
DN	IC = 10 + FUE + DES + +	+ BAB - + VOL = SAB + + +
DMC DESP		od de Bonificador de Mod
DN		Mejorada las tramp
		Nivel DEVOTION 6 +4 morale bonus to Will saves against enchantment
	Temp. DMC Temp. Mod Condicionales	
+ 1	BMC + DMC	
•	SALUD	
ITOS	DE GOLPÆridas ☐ Moribu	bundo□ Estable No Letal □ Inconsciente
	pg	pg pg
A phan A phan	tom is dismissed when it reaches negative hit points equal to tom 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.
1	CLASE DE ARMAD	DURA EFECTOS
	Familia Dania N	rmadura Mod Natural Tamaño Misc Misc
	DE DE ARMADORA	
	EA = 10 + DES + + + + + + EE DE ARMADURA DESPREVENIDO	+
	EA = 10 / / + +	+ 1 + +
	EE DE ARMADURA DE TOQUE	
	EA = 10 + DES + +	/ + 1 + +
		<u> </u>
CA +	Temp Resistencia a conjuros Mod Condicionales	
	icción Daño	
	1	
Notas		