PHANTOM ABILITIES	MANIFESTATION	
Darkvision 60ft	Fully manifesting a phantom takes 1 minute. Switching between forms takes 1 full round. Relling the phantom is a standard action until level 6.	
LINK Level Communicate over any distance as a free action.	ECTOPLASMIC	INCORPOREAL
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.
Level DELIVER TOUCH SPELLS When fully manifested and within 30ft.	Cannot be more than 100ft away.	Cannot attack corporeal creatures, except to deliver touch spells.
Phantom cannot hold a spell charge.	Level DAMAGE REDUCTION 1 5/slashing	DEFLECTION
Level MAGIC ATTACKS 4 Slam attacks treated as magical.	5 5/magic	BONUS
Level ADILITY COOPE INCREASE	10 10/magic	PK = CHA
5	15 15/magic 20 20/-	Level INCORPOREAL FLIGHT
Level Slam attacks treated as aligned.		9 When incorporeal, fly speed 40ft (good).
ABILITY SCORE INCREASE	PHASE LURCH Able to pass through walls and obstacles.	
Level DELIVER TOUCH SPELLS 12 When fully manifested and within 30ft	AANV	VALLEN .
CURRENT MANIFESTATION	Slam Attack × 2	
Ectoplasmic Incorporeal	Range Type	Aanvalsbonus Damage Critical
Full Manifestation	ft sq) x
Bonded Manifestation SPEED	Level Level Level	Level Level
SPEED Fly Speed Temp Speed	1 5 9	13 17 Misc
30 ft 6 sq 40 ft 8 sq ft sq	Damage d6 d8 d10 Sml/Lrg d4/d8 d6/2d6 d8/2d8	2d6 2d8 + STR +
COMBAT MANOEU		SAVES
COMBAT MANOEUVRE Basis Size		TUDE SAVE Base Racial Misc Temp
BONUS Aanval Bonus Modifier Misc	FORT	= CON+ + + +
CMB = STR + BAB - 1 +	REFLE	X SAVE
	ection Basis Size difier Aanval Bonus Modifier Misc	=DEX + + + +
CMD = 10 + STR + DEX + +	+ BAB - + WILLS	AVE
	will will will will will will will will	= WIS + + + +
		ion
(CMD) = 10 + STR / / +	+ BAB - M + Level I	DEVOTION
Temp CMB Temp CMD Conditional Modifiers	6	4 morale bonus to Will saves against enchantment
+ CMB + CMD		
HEALTH	×	
HIT POINTS Wounds Dying	☐ Stable Non-lethal ☐ Unconscious	
hp	hp	
A phantom is dismissed when it reaches negative hit points equal to	its Constitution score.	
A phantom is normally summoned with the same hit points as before PANTSER KLAS	·	EEDECTIC
Dodge Deflection N	atural Size	EFFECTS
PANTSEK KLASSE	rmour Modifier Misc Misc	
PK = 10 + DEX + + +	+ 11 + +	
PLATTE VOETEN PANTSER KLASSE		
PK = 10 / + +		
PK = 10 + DEX + +	/ + 1 + +	88888
	/ '	
Temp AC Spell Resistance Conditional Modifiers		
+ PK Damage Reduction		
		888888
Notes		