

# PHANTOM

## ABILITIES

	Ability Score	Emotional Focus	Ability Modifier	Temp Score	Temp Modifier
STR			STR		STR
DEX			DEX		DEX
CON			CON		CON
INT		/	INT		INT
WIS		/	WIS		WIS
CHA			CHA		CHA

Ability Modifier = (Total Ability Score - 10) ÷ 2 (Round down)

## EMOTIONAL FOCUS

Level 1

Level 7

Level 12

Level 17

## FEATS

## PHANTOM

Name



Former Race

Size



Size Modifier

Hit Dice

Base Attack Bonus

Max Attacks

Skill Ranks

Feats

**SPIRITUALIST LEVEL**

d10

Armour Bonus

(Good)

Saves

(Bad)

Good saves:

☐ FORT

☐ REF

☐ WILL

## SKILLS

Untrained

Skill Bonus

Class Skills +3

Ranks

Feats

Misc

Other skills:  
Craft - INT  
Perform - CHA  
Knowledge - INT  
Profession - WIS