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
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.
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 ABILITY SCORE INCREASE	10 10/magic	AC = CHA
5	15 15/magic 20 20/-	Level INCORPOREAL FLIGHT
Level Slam attacks treated as aligned.	PHASE LURCH	9 When incorporeal, fly speed 40ft (good).
ABILITY SCORE INCREASE	Able to pass through walls and obstacles.	
Level DELIVER TOUCH SPELLS 12 When fully manifested and within 30ft	ATT	ACKS
CURRENT MANIFESTATION	Slam Attack × 2	
Ectoplasmic Incorporeal	Range Type	Attack Bonus 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
30ft 6sq 40ft 8sq ft sq	Damage d6 d8 d10 Sm/Lg d4/d8 d6/2d6 d8/2d8	2d6 2d8 + STR +
COMBAT MANEU		SAVES
COMBAT MANEUVER Base Size		TUDE SAVE Base Racial Misc Temp
BONUS Attack Bonus Modifier Misc	FORT	= CON+ + + +
CMB = STR + BAB - 11 +	REFLEX	X SAVE
	ection Base Size difier Attack Bonus Modifier Misc	=DEX + + + +
CMD = 10 + STR + DEX + +	+ BAB - M + WILLS	AVE
	will will will will a section Base Size	= WIS + + + + +
		on
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 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 ARMOR CLAS	<u> </u>	EFFECTS
Dodge Deflection N	latural Size	EFFECIS
ARNOR CLASS	Armor Modifier Misc Misc	
AC = 10 + DEX + + + +	++	
AC = 10 / / + +		
TOUCH ARMOR CLASS		
AC = 10 + DEX + +	/ + 1 + +	
	<u> </u>	
Temp AC Spell Resistance Conditional Modifiers + AC Conditional Modifiers		
Damage Reduction		
1		
Notes		