×	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.
Level	LINK Communicate over any distance as a free action. 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.
Level	DELIVER TOUCH SPELLS	Cannot be more than 100ft away.  Cannot be more than 100ft away.  Cannot attack corporeal creatures, except to deliver
3	When fully manifested and within 30ft. Phantom cannot hold a spell charge.	Level DAMAGE REDUCTION touch spells.
Level	MAGIC ATTACKS Slam attacks treated as magical.	1       5/slashing       DEFLECTION         5       5/maqic       BONUS
4 Level		10 10/magic AC = CHA
5	ABILITY SCORE INCREASE	15 15/magic
Level	MAGIC ATTACKS Slam attacks treated as aligned.	9 When incorporeal, fly speed 40ft (good).  PHASE LURCH
10	ABILITY SCORE INCREASE	Able to pass through walls and obstacles.
Level 12	DELIVER TOUCH SPELLS When fully manifested and within 30ft	ATTACKS
*	CURRENT MANIFESTATION	Slam Attack × 2
	Ectoplasmic Incorporeal	Range Type Attack Bonus Damage Critical
В	Full Manifestation   onded Manifestation	ft sq x
\ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \	SPEED	Level Level Level Level
SPEE	D Fly Speed Temp Speed	1 5 9 13 17 Misc
3	Oft 6sq 40ft 8sq ft sq	Damage <b>d6 d8 d10 2d6 2d8 + STR +</b> Sm / Lg <b>d4 / d8 d6 / 2d6 d8 / 2d8 d10 / 3d6 2d6 / 3d8</b>
COMBAT MANEUVERS SAVES		
BONU	BAT MANEUVER Base Size JS Attack Bonus Modifier Misc	FORTITUDE SAVE Base Racial Misc Temp
CN		FORT = CON+ + + +
	BAT MANEUVER Dodge Deflet	REFLEX SAVE Rection Base Size REF = DEX + + +
DEFE	Wodiffer	odifier Attack Bonus Modifier Misc WILL SAVE
CIV	[D] = 10 + STR + DEX + +	+ BAB - WILL = WIS + + + +
FLAT		lection Base Size
CN	ID = 10 + STR / / +	+ BAB - 1 + Level DEVOTION
Tem	p CMB Temp CMD Conditional Modifiers	6 +4 morale bonus to Will saves against enchantment
+ (	CMB + CMD	
`	HEALTH	
HITE	POINTS Wounds   Dying	g 🗌 Stable Non-lethal 🗎 Unconscious
	hp	hp hp
A phar A phar	ntom 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.
) \	ARMOR CLASS	EFFECTS EFFECTS
4 D34	Madifar Madifar A	Natural Size Armor Modifier Misc Misc
	OR CLASS    OR CLASS   Modifier   Modifier   A	+ + + +
	T-FOOTED ARMOR CLASS	
	AC = 10 / / + +	+ + +
TOU	CH ARMOR CLASS	
A	AC = 10 + DEX + +	/ +     +   +
	np AC Spell Resistance Conditional Modifiers	
+		
Dama	ge Reduction	
Notes	•	