PHANTOM ABILITIES	MANIFESTATION	<i>#</i>
Vision dans le noir a 18m 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.	
Niveau Communicate over any distance as a free action.  1 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.	
Niveau DELIVER TOUCH SPELLS	Cannot be more than 100ft away.  Cannot be more than 100ft away.  Cannot attack corporeal creatures, except to de	eliver
When fully manifested and within 30ft. Phantom cannot hold a spell charge.	Niveau <b>RÉDUCTION DE DÉGÂTS</b> touch spells.	
Niveau MAGIC ATTACKS 4 Slam attacks treated as magical.	1         5/slashing         BONUS DE           5         5/magic         PARADE	
Niveau	10 10/magic CA = CHA	
5 ABILITY SCORE INCREASE	15 15/magic Niveau INCORPOREAL FLIGHT	
Niveau  10  MAGIC ATTACKS Slam attacks treated as aligned.	9 When incorporeal, fly speed 40ft (good)	
ABILITY SCORE INCREASE	Able to pass through walls and obstacles.	
Niveau DELIVER TOUCH SPELLS  12 When fully manifested and within 30ft	ATTAQUES	<b>#</b> 1
CURRENT MANIFESTATION	Slam Attack × 2	
Ectoplasmic Incorporeal  Full Manifestation	Portée Type Bonus d'attaque Dégâts Criti	que
Bonded Manifestation	m c.	×
VITESSE	Niveau Niveau Niveau Niveau  1 5 9 13 17	
VITESSE Vitesse de vol Vitesse temp	1 5 9 13 17 Dégâts d6 d8 d10 2d6 2d8 + FOR +	Divers
30m 6ca 40 ft 8ca m c.	Pte / Grd d4 / d8 d6 / 2d6 d8 / 2d8 d10 / 3d6 2d6 / 3d8	
MANOEUVRES DE CO	Page Pagial Divers	Tomp
BONUS DE Bonus Mod. de MANOEUVRE OFFENde base à l'attaque taille Divers	JEI DE VIGUEUR	Temp
BMO = FOR + BBA - 1 +	JET DE RÉFLEXES	_
DEGRÉ DE Esquive Modificateur de na	icateur Bonus Mod. de REF = DEX + + +	+
DMD = 10 + FOR + DEX + +	arade de base à l'attaque taille Divers JET DE VOLONTÉ	_
	vol = SAG + + +	+
	arade de base à l'attaque taille Divers 🗆 Évasion 🗆 Science de 🗀 Endurance 🗀 Sens l'évasion des pièg	es
DMD =10 + FOR / / +	+ BBA - 1 + Niveau DEVOTION	
BMO temp	6 +4 morale bonus to Will saves against enchantment	
+BMO +DMD		
SANTE	×	
PTS DE VIE Blessures	ant 口 Stable Non létaux 口 Inconscient	
pv	pv pv	
A phantom is dismissed when it reaches negative hit points equal to A phantom is normally summoned with the same hit points as before	rts Constitution score. e; but if it was slain it has half its max hp.	
CLASSE D'ARMU		<b>#</b>
	rmure Mod. de aturelle taille Divers Divers	
CA = 10 + DEX + + +		
PRIS AU DÉPOURVU CLASSE D'ARMURE		
CA = 10 / + +		
CA = 10 + DEX + +	/ + + +	
CA temp Rés. à la magie Modificateurs conditionnels		
+ CA		
Réduction de dégâts		
Notes		