*	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.		
Nivel	LINK Communicate over any distance as a free action.	ECTOPLASMIC INCORPOREAL	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		
	Cast personal spells on the Phantom.	to maintain solid form.  Cannot be more than 50ft away.		
Nivel	DELIVER TOUCH SPELLS When fully manifested and within 30ft.	Cannot be more than 100ft away.  Cannot attack corporeal creatures, exceed touch spells.	ept to delive	
3	Phantom cannot hold a spell charge.	Nivel Reducción de Daño  1 5/slashing DEFLECTION		
Nivel	MAGIC ATTACKS Slam attacks treated as magical.	5 5/magic BONUS		
Nivel	ABILITY SCORE INCREASE	10 10/magic CA = CAR		
5	ADILITY SCORE INCREASE	15 15/magic Nivel INCORPOREAL FLIGHT		
Nivel	MAGIC ATTACKS Slam attacks treated as aligned.	9 When incorporeal, fly speed 40f	t (good).	
10	ABILITY SCORE INCREASE	PHASE LURCH Able to pass through walls and obstacles.		
Nivel 12	DELIVER TOUCH SPELLS When fully manifested and within 30ft	ATAQUES		
`	CURRENT MANIFESTATION	Slam Attack × 2		
	Ectoplasmic Incorporeal	Alcance Tipo Bon de Ataque Daño	Crítico	
	Full Manifestation	, с	×	
	onded Manifestation   VELOCIDAD	Nivel Nivel Nivel Nivel		
VELO	OCIDAD Vel. de Vuelo Vel Temp	1 5 9 13 17	Miso	
	30' 6 sq 40 ft 8 sq c	Daño d6 d8 d10 2d6 2d8 + FUE Peq/Gde d4/d8 d6/2d6 d8/2d8 d10/3d6 2d6/3d8	+	
	MANIOBRAS DE CON	10,700 20,700 20,700 20,700		
BON	US MANIOBRA Bonificador de Mod	SALVACIÓN DE FOR BASEZA Racial Mi	sc Ten	
	OMBATE Ataque Base Tamaño Misc	FORT = CON + + +	+	
BN	IC = FUE + BAB -     +	SALVACIÓN REFLEJOS		
	O B CD A CD C	Mod de Bonificador de Mod Desvío Ataque Base Tamaño Misc REF = DES + + +	+	
DN	Laquiva Des	SALVACIÓN VOL		
$\overline{}$			+	
DESI			Sentido de as trampas	
DN	AC = 10 + FUE / / +	+ BAB - + Nivel DEVOTION	ao tran <u>ipao</u>	
BMO	C Temp. DMC Temp. Mod Condicionales	6 +4 morale bonus to Will saves against ench	antment	
+ ]	BMC +DMC			
7	SALUD			
NTOS		oribundo∐ Estable No Letal		
	pg	pg		
	ntom is dismissed when it reaches negative hit points equal to	to its Constitution score.		
A phai	ntom is normally summoned with the same hit points as before			
	CLASE DE ARMAD Mod de Mod de Arn	ADURA EFECTOS  Armadura Mod		
CLA	SE DE ARMADURA Esquiva Desvío Na	Natural Tamaño Misc Misc		
	EA = 10 + DES + + + +	+_++		
	SE DE ARMADURA DESPREVENIDO			
	EA = 10 / / + +	++		
	SE DE ARMADURA TOQUE	· · · · · · · · · · · · · · · · · · ·		
	EA = 10 + DES + +	/ + +		
	Temp Resistencia a conjuros Mod Condicionales			
	CA ucción Daño			
neu				
Notas	- -			