*	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	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	30ft.	
	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, exceptouch spells.	ot 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		15 15/magic Nivel INCORPOREAL FLIGHT		
Nivel	MAGIC ATTACKS Slam attacks treated as aligned.	PHASE LURCH 9 When incorporeal, fly speed 40ft	(good).	
10	ABILITY SCORE INCREASE	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	· c	×	
F	onded Manifestation   VELOCIDAD	Nivel Nivel Nivel Nivel		
VELO	OCIDAD Vel. de Vuelo Vel Temp	1 5 9 13 17	Misc	
	30' 6 sq 40 ft 8 sq ' c	Daño d6 d8 d10 2d6 2d8 + FUE	+	
	MANIOBRAS DE CON	104,000 04,000 00,000 00,000 00,000 00,000		
BON	MANIOBRA Bonificador de Mod	SALVACIÓN DE FOR BASEZA Racial Miso	c Tem	
$\overline{}$	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	Esquiva	RAR SALVACIÓN VOL		
DMC		VOL = SAB + + +	+	
			entido de s trampas	
DI	AC = 10 + FUE / / +	+ BAB - + Nivel DEVOTION	o tranipao	
BMO	C Temp. DMC Temp Mod Condicionales	6 +4 morale bonus to Will saves against enchar	ntment	
+ ]	BMC + DMC			
7	SALUD	7		
NTOS		ribundo Estable No Letal   Inconsciente		
	pg	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	<u> </u>		
	CLASE DE ARMAD Mod de Mod de Arn	ADURA FEECTOS  Armadura Mod		
	SE DE ARMADOKA	Natural Tamaño Misc Misc		
	EA = 10 + DES + + + +			
	SE DE ARMADURA DESPREVENIDO			
	<u>EA</u> = 10 / + + +	<del>*</del>		
	SE DE ARMADURA TOQUE  CA = 10 + DES + +	/ + 11 + +		
		/ ' ' '		
	Temp Resistencia a conjuros Mod Condicionales			
	CA ucción Daño			
neu	1			
Notas				