PHANTOM ABILITIES	MANIFESTATION
Visão no Escuro 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.
Nível 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. An incorporeal form that appears within 30ft. Cannot be more than 50ft away.
Nível DELIVER TOUCH SPELLS When fully manifested and within 30ft. Phonton connect hold a small charge.	Cannot be more than 100ft away. Cannot attack corporeal creatures, except to delive touch spells.
Phantom cannot hold a spell charge. Nível MAGIC ATTACKS Slam attacks treated as magical.	1 5/slashing DEFLECTION 5 5/magic BONUS
5 ABILITY SCORE INCREASE	10 10/magic 15 15/magic 20 20/- Nível INCORPOREAL FLIGHT
Nível 10 MAGIC ATTACKS Slam attacks treated as aligned. ABILITY SCORE INCREASE	PHASE LURCH Able to pass through walls and obstacles.
Nível DELIVER TOUCH SPELLS 12 When fully manifested and within 30ft	ATAQUES
CURRENT MANIFESTATION	Slam Attack × 2
Ectoplasmic Incorporeal Full Manifestation	Alcance Tipo Bônus de Ataque Dano Crític
Bonded Manifestation VELOCIDADE	m m² X
VELOCIDADE Velocidade de Vôo Deslocamento Tempo	rário 1 5 9 13 17 Out
30m 6 sq 40 ft 8 sq m m ²	Dano d6 d8 d10 2d6 2d8 + FOR + peq/gde d4/d8 d6/2d6 d8/2d8 d10/3d6 2d6/3d8
MANOBRAS DE CO	MBATE TESTES
MANOBRA DE COMBATE Bônu Modificador de Tamanho BÔNUS Base de Ataque Outros	Fortitude Resistênci Base Racial Outros Tem
BMC = FOR + BBA - + +	FORT = CON + + + + + + + + + + + + + + + + + + +
MANOBRA DE COMBATE Modificador de Estopida	
DMC = 10 + FOR + DES + +	+ BBA - + VONTADE RESISTENCIA
	icador de BônusModificador de Tamanho flexão Base de Atague Outros □ Evasão □ Aumentada □ Resistência □ Sentir
DMC = 10 + FOR / / +	+ BBA - + Nível DEVOTION
Temp BMC Temp DMC Modificadores Condicionais	6 +4 morale bonus to Will saves against enchantment
+BMC +DMC	
CURA	and a Setind of the last spirits
ONTOS DE VIDAerimentos/	rendo ☐ Estável não letal ☐ Inconsciente pv pv
A phantom is dismissed when it reaches negative hit points equal t	to its Constitution score.
A phantom is normally summoned with the same hit points as before CLASSE DE ARMA	<u> </u>
Modificador de E stquaivía cador Ahena	dura Moatifiira ldor de Tamanho
CLASSE DE ARMADURA Deflexão	Outros Outros
CA = 10 + DES + + + + + DESPREVINIDO CLASSE DE ARMADURA	++
CA = 10 / / + +	+ 1 + +
TOQUE CLASSE DE ARMADURA	
CA = 10 + DES + + +	/ + + +
CA Temporária Resistência Mágica dificadores Condicionais + CA	
Redução de Dano	
Notes	
Notas	