PHANTOM ABILITIES

Level 1
Darkvision 60ft
LINK
Communicate over any distance as a free action.
Spiritualist and Phantom magic item slots are shared.
SHARE SPELLS
Cast personal spells on the Phantom.

Level 3
DELIVER TOUCH SPELLS
When fully manifested and within 30ft.
Phantom cannot hold a spell charge.

Level 4
MAGIC ATTACKS
Slam attacks treated as magical.

Level 5
ABILITY SCORE INCREASE

Level 10
MAGIC ATTACKS
Slam attacks treated as aligned.
ABILITY SCORE INCREASE

Level 12
DELIVER TOUCH SPELLS
When fully manifested and within 30ft

CURRENT MANIFESTATION

	Ectoplasmic	Incorporeal
Full Manifestation	☐	☐
Bonded Manifestation	☐	☐

SPEED

SPEED	Fly Speed	Temp Speed
30ft 6sq	40ft 8sq	ft sq

COMBAT MANEUVERS

COMBAT MANEUVER BONUS

$CMB = STR + BAB - $ Size Modifier $+$ Misc

COMBAT MANEUVER DEFENSE

$CMD = 10 + STR + DEX +$ Dodge Modifier $+$ Deflection Modifier $+$ Base Attack Bonus $- $ Size Modifier $+$ Misc

FLAT-FOOTED CMD

$CMD = 10 + STR +$ / $+$ Deflection Modifier $+$ Base Attack Bonus $- $ Size Modifier $+$ Misc

Temp CMB	Temp CMD	Conditional Modifiers
+ CMB	+ CMD	

HEALTH

HIT POINTS Wounds ☐ Dying ☐ Stable Non-lethal ☐ Unconscious

hp	hp	hp

A phantom is dismissed when it reaches negative hit points equal to its Constitution score.
A phantom is normally summoned with the same hit points as before; but if it was slain it has half its max hp.

ARMOR CLASS

ARMOR CLASS

$AC = 10 + DEX +$ Dodge Modifier $+$ Deflection Modifier $+$ Natural Armor $+$ Size Modifier $+$ Misc $+$ Misc

FLAT-FOOTED ARMOR CLASS

$AC = 10 $ / $+$ / $+$ $+$ $+$ Size Modifier $+$ $+$

TOUCH ARMOR CLASS

$AC = 10 + DEX +$ $+$ $+$ / $+$ Size Modifier $+$ $+$

Temp AC	Spell Resistance	Conditional Modifiers
+ AC		

Damage Reduction
/

Notes

MANIFESTATION

Fully manifesting a phantom takes 1 minute. Switching between forms takes 1 full round.
Relling the phantom is a standard action until level 6.

ECTOPLASMIC

If more than 50 ft away, Spiritualist must concentrate to maintain solid form.

Cannot be more than 100ft away.

Level	DAMAGE REDUCTION
1	5/slashing
5	5/magic
10	10/magic
15	15/magic
20	20/–

PHASE LURCH
Able to pass through walls and obstacles.

INCORPOREAL

An incorporeal form that appears within 30ft.

Cannot be more than 50ft away.

Cannot attack corporeal creatures, except to deliver touch spells.

DEFLECTION BONUS

$AC = CHA$

Level 9
INCORPOREAL FLIGHT
When incorporeal, fly speed 40ft (good).

ATTACKS

Slam Attack × 2

Range	Type	Attack Bonus	Damage	Critical
ft	sq			×

	Level 1	Level 5	Level 9	Level 13	Level 17		Misc
Damage Sm / Lg	**d6** d4 / d8	**d8** d6 / 2d6	**d10** d8 / 2d8	**2d6** d10 / 3d6	**2d8** 2d6 / 3d8	+ STR +	

SAVES

FORTITUDE SAVE

			Base	Racial	Misc	Temp
FORT	= CON +		+	+		+

REFLEX SAVE

REF	= DEX +		+	+		+

WILL SAVE

WILL	= WIS +		+	+		+

☐ Evasion ☐ Improved Evasion ☐ Endurance ☐ Trap Sense

Level 6
DEVOTION
+4 morale bonus to Will saves against enchantment

EFFECTS

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