PHANTOM ABILITIES

Darkvision 60ft

Level 1
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
30 ft 6 sq	40 ft 8 sq	ft sq

COMBAT MANOEUVRES

COMBAT MANOEUVRE BONUS
CMB = STR + BAB − (Size Modifier) + (Misc)

COMBAT MANOEUVRE DEFENCE
CMD = 10 + STR + DEX + (Dodge Modifier) + (Deflection Modifier) + BAB − (Size Modifier) + (Misc)

FLAT-FOOTED CMD
CMD = 10 + STR + (Deflection Modifier) + BAB − (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.

PANTSER KLASSE

PANTSER KLASSE
PK = 10 + DEX + (Dodge Modifier) + (Deflection Modifier) + (Natural Armour) + (Size Modifier) + (Misc) + (Misc)

PLATTE VOETEN PANTSER KLASSE
PK = 10 / + (Deflection Modifier) + (Natural Armour) + (Size Modifier) + (Misc)

AANRAKEN PANTSER KLASSE
PK = 10 + DEX + (Dodge Modifier) / + (Size Modifier) + (Misc)

Temp AC	Spell Resistance	Conditional Modifiers
+ PK		

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
PK = CHA

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

AANVALLEN

Slam Attack × 2

Range	Type	Aanvalsbonus	Damage	Critical
ft sq				×

	Level 1	Level 5	Level 9	Level 13	Level 17	Misc
Damage Sml / Lrg	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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