``	PHANTOM ABILITIES	MANIFESTATION	
	Dunkelsicht 18m LINK	Fully manifesting a phantom takes 1 minute. Switching Relling the phantom is a standard action until level 6.	between forms takes 1 full round.
Stufe 1	Communicate over any distance as a free action. 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.
Stufe	DELIVED TOLICII CDELLC	Cannot be more than 100ft away.	Cannot be more than 50ft away. Cannot attack corporeal creatures, except to deliver
3	When fully manifested and within 30ft. Phantom cannot hold a spell charge.	Stufe DAMAGE REDUCTION	touch spells.
Stufe		1 5/slashing	DEFLECTION
4	Slam attacks treated as magical.	5 5/magic	BONUS
Stufe 5	ABILITY SCORE INCREASE	10 10/magic 15 15/magic	Stufe INCORPOREAL FLIGHT
Stufe	MAGIC ATTACKS	20 20/-	9 When incorporeal, fly speed 40ft (good).
10	Slam attacks treated as aligned. ABILITY SCORE INCREASE	PHASE LURCH Able to pass through walls and obstacles.	
Stufe			RIFFE
12	When fully manifested and within 30ft		
*	CURRENT MANIFESTATION	Slam Attack × 2	
	Ectoplasmic Incorporeal Full Manifestation	Reichweite Art	Angriffsbonus Schaden Kritischer Tre
В	Sonded Manifestation	m Fe	x
``	BEWEGUNGSRATE	Stufe Stufe Stufe	Stufe Stufe
BEW	TEGUNGSRATE Fliegend Temp.	1 5 9	13 17 Sonst
3	30m 6 sq 40 ft 8 sq m Fe	Schaden W6 W8 W10	2W6 2W8 + ST +
		klein/groß W4/W8 W6/2W6 W8/2W8	W10/3W6 2W6/3W8
Z A 70/17	KAMPFMANÖVE PFMANÖVER Grund- Größen-		RETTUNGSWÜRFE Grundbonus Sonst. Tem
BONU			REII SAVE
KN	(B) = ST + GAB - 11 +	ZÄH	= KO + + + +
Z A 1\/I	PFMANÖVER Ausweich- Ablenk		X SAVE
	PFMANOVER Ausweich- Ablenk modifikator modifi		= GE + + + +
KN	IV =10 + ST + GE + +	+ GAB - + WILLE	N RETTUNGSWURF
AUF	DEM FALSCHEN FUSS Ablenk	ungs- Grund- Größen-	J
KMV		kator Angriffsbonus modifikator Sonst. Entri	nnen □ Verbessertes□ Ausdauer □ Fallen- Entrinnen gespür
KN	TV = 10 + ST / / +		DEVOTION
Tem	p. KMB Temp. KMV Zustandsmodifikatoren	6 +	-4 morale bonus to Will saves against enchantment
+1	KMB +KMV		
_	GESUNDHEIT		
EFFE		nd □ Stabil Nichttödlich□ Bewusstlos	
	TP\		
	ntom is dismissed when it reaches negative hit points equal to ntom is normally summoned with the same hit points as before		
``	RÜSTUNGSKLAS	SE .	EFFEKTE
	Ausweich- Ablenkungs- Nat	irliche Größen-	
	TONOSKLASSE	stung modifikator Evolutions Sonst.	
_ I	= 10 + GE + + +		
	DEM FALSCHEN FUSS RÜSTUNGSKLASSE		
I	RK = 10 / / + _ +	++	
	ÜHRUNG RÜSTUNGSKLASSE		
I	RK = 10 + GE + +	/ + 11 + +	
Ten	np. RK Zauberresistenz Zustandsmodifikatoren		
+]	RK		
_	ensreduzierung		
	1		
lotize	n		
101120			