PHANTOM ABILITIES	MANIFESTATION	
Visão no Escuro 18m	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.	Cannot be more than 100ft away.	Cannot attack corporeal creatures, except to deliver
Phantom cannot hold a spell charge.	Nível DAMAGE REDUCTION 5/slashing	touch spells. DEFLECTION
Nível MAGIC ATTACKS 4 Slam attacks treated as magical.	5 5/magic	BONUS
Nível 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.	9 When incorporeal, fly speed 40ft (good).
Nível DELIVER TOUCH SPELLS		QUES
12 When fully manifested and within 30ft CURRENT MANIFESTATION	(0)	•
Ectoplasmic Incorporeal		ônus de Ataque Dano Crítico
Full Manifestation	m m²	x
Bonded Manifestation VELOCIDADE	Nível Nível Nível	Nível Nível
VELOCIDADE Fly Speed Deslocamento Tempor	ário 1 5 9	13 17 Outros
30m 6 sq 40 ft 8 sq m m ²	Dano d6 d8 d10 peq/gde d4/d8 d6/2d6 d8/2d8	2d6 2d8 + FOR + d10/3d6 2d6/3d8
COMBAT MANOEU	VRES	SAVES
COMBAT MANOEUVRE Bônus Modificador de BONUS Base de Ataque Tamanho Outros	Fortitu	de Resistência Base Racial Outros Temporár
BMC = FOR + BBA - + +	FORT	= CON+ + + + +
COMBAT MANOEUVRE Dodge Modifie	cador de Bônus Modificador de	CO RESISTÊNCIA = DES + + + +
	lexão Base de Ataque Tamanho Outros	DE RESISTENCIA
DMC = 10 + FOR + DES + +	7	E SAB + + + +
	cador de Bônus Modificador de Lexão Base de Ataque Tamanho Outros 🗆 Evasã	o
DMC = 10 + FOR / / +		DEVOTION
Temp CMB Temp CMD Modificadores Condicionais	6 +	4 morale bonus to Will saves against enchantment
+BMC +DMC		
HEALTH	*	
HIT POINTS Wounds	」 □ Stable Non-lethal □ Unconscious	
hp	hp hp	
A phantom is dismissed when it reaches negative hit points equal to A phantom is normally summoned with the same hit points as befor	o its Constitution score. e; but if it was slain it has half its max hp.	
CLASSE DE ARMA		EFFECTS
Dodge Modificador de Ar CLASSE DE ARMADURA Modifier Deflexão	madura Modificador de Natural Tamanho Evolutions Outros	
CA = 10 + DES + + +	+ 10 + +	
SURPRESA CLASSE DE ARMADURA		
CA = 10 / / + _ +	+ † † ++	
TOQUE CLASSE DE ARMADURA		
CA = 10 + DES + +	/ + 11 + +	
CA Temporária Resistência Mágità dificadores Condicionais		
Redução de Dano		
1		
Notes		