×	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 <b>1</b>	LINK Communicate over any distance as a free action. Spiritualist and Phantom magic item slots are shared.		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 Cannot be more than 50ft away.	n 30ft.	
Nível	DELIVER TOUCH SPELLS When fully manifested and within 30ft.	Cannot be more than 100ft away.  Cannot attack corporeal creatures, exc	ept to delive	
3 Nível	Phantom cannot hold a spell charge.  MAGIC ATTACKS	Nivel REDUÇAO DE DANO  1 5/slashing DEFLECTION		
4	Slam attacks treated as magical.	5 5/magic BONUS  - 10 10/magic CA = CAR		
lível <b>5</b>	ABILITY SCORE INCREASE	15 15/magic — Nível INCORPOREAL FLIGHT		
lível 10	MAGIC ATTACKS Slam attacks treated as aligned.	9 When incorporeal, fly speed 40'	ft (good).	
lível	ABILITY SCORE INCREASE  DELIVER TOUCH SPELLS	Able to pass through walls and obstacles.  ATAQUES		
12	When fully manifested and within 30ft  CURRENT MANIFESTATION			
`	Ectoplasmic Incorporeal	Pânua da Atagua Dana	Crítico	
	Full Manifestation	Alcance Tipo Bollus de Ataque Dallo  m m²	×	
В	onded Manifestation   VELOCIDADE	Nível Nível Nível Nível		
ELC	OCIDADE Velocidade de Vôo Deslocamento Temporá		Outr	
3	0m 6 sq 40 ft 8 sq m m <sup>2</sup>	Dano d6 d8 d10 2d6 2d8 + FOR peq/gde d4/d8 d6/2d6 d8/2d8 d10/3d6 2d6/3d8	+	
ANT	MANOBRAS DE COM		trae Tomp	
ÔNU	OBRA DE COMMANSBASE DE ATANDAFficador de Tamanho Outros	FOILITUDE RESISTERCIA	tros Temp	
BIV	IC = FOR + BBA - 🙌 +	REFLEXO RESISTÊNCIA	_ Ŀ	
	OBRA DE COMBATE Modificador (Modificador (Mo	or deBiÔaMile/&ãiBASE DE ATAMOUNIÉTicador de Tamanho Outros REF = DES + + +	+	
DIV	IC =10 + FOR + DES + +	+ BBA - VONTATE RESISTENCIA		
	PREVINIDO DMC Modificador	or deBiDanie Sab ASE DE ATANDALIS CAUTOS   Evasão   Improved   Resistência	Tran	
DIV	IC =10 + FOR / / +	Evasion	Sense	
	pp BMC Temp DMC Modificadores Condicionais	Nível <b>DEVOTION</b> 6 +4 morale bonus to Will saves against ench	nantment	
+ [	BMC +DMC			
	CURA	×		
TOS	S DE VID≰erimentos/ ☐ Morre	rendo ☐ Estável não letal ☐ Unconscious		
nhan	pv \	pv pv pv		
phan	tom is normally summoned with the same hit points as before	ore; but if it was slain it has half its max hp.		
1	CLASSE DE ARMAI Modificador Modificador de Definado	iãora Nat <b>Mo</b> llificador de		
	SSE DE ARMADURA	Tamanho Evolutions Outros		
_	EA = 10 + DES + + + + + PREVINIDO CLASSE DE ARMADURA			
	CA = 10 / / + +	+ + +		
OQ	UE CLASSE DE ARMADURA			
(	EA = 10 + DES + +	/ + 1 + +		
	mporária Resistência Mágicadores Condicionais			
	ção de Dano			
1-1	1			
Votas				