	PHANTOM ABILITIES	MANIFESTATION
	Darkvision 60ft	Fully manifesting a phantom takes 1 minute. Switching between forms takes 1 full round. Relling the phantom is a standard action until level 6.
	LINK 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.
Level	DELIVER TOUCH SPELLS	Cannot be more than 100ft away. Cannot be more than 100ft away. Cannot attack corporeal creatures, except to deliver
2	When fully manifested and within 30ft. Phantom cannot hold a spell charge.	Level DAMAGE REDUCTION touch spells.
	MAGIC ATTACKS	1 5/slashing DEFLECTION 5 5/magic BONUS
4 Level	Slam attacks treated as magical.	- 10 10/magic AC = CHA
5	ABILITY SCORE INCREASE	15 15/magic
Level	MAGIC ATTACKS Slam attacks treated as aligned.	9 When incorporeal, fly speed 40ft (good). PHASE LURCH
	ABILITY SCORE INCREASE	Able to pass through walls and obstacles.
Level 12	DELIVER TOUCH SPELLS When fully manifested and within 30ft	ATTACKS
×	CURRENT MANIFESTATION	Slam Attack × 2
	Ectoplasmic Incorporeal	Range Type Attack Bonus Damage Critical
Вс	Full Manifestation onded Manifestation	ft sq x
\ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \	SPEED	Level Level Level Level
SPEE	D Fly Speed Temp Speed	1 5 9 13 17 Misc
30	Om 6 sq 40 ft 8 sq ft sq	Damage d6 d8 d10 2d6 2d8 + STR + Sml/Lrg d4/d8 d6/2d6 d8/2d8 d10/3d6 2d6/3d8
×	COMBAT MANOEU	UVRES SAVES
COME BONU	AT MANOEUVRE Base Size S Attack Bonus Modifier Misc	Fortitude SAVE Base Racial Misc Temp
CM	B = STR + BAB - + +	FORT = CON + + + + + + + + + + + + + + + + + + +
		flection Base Size REF = DEX + + +
DEFE	Wouther Wou	odifier Attack Bonus Modifier Misc VONTADE RESISTENCIA
CM	D = 10 + STR + DEX + + +	* BAB - WILL = WIS + + + +
CMD		flection Base Size odifier Attack Bonus Modifier Misc Evasion Improved Endurance Trap Evasion Sense
CM	D = 10 + STR / / +	+ BAB - + Level DEVOTION
Tem	p CMB Temp CMD Conditional Modifiers	6 +4 morale bonus to Will saves against enchantment
+ C	MB +CMD	
*	HEALTH	
HIT P	OINTS Wounds Dying	ng 口 Stable Non-lethal 口 Unconscious
	hp	hp hp
A phant	tom is dismissed when it reaches negative hit points equal to tom is normally summoned with the same hit points as before	to its Constitution score. ore; but if it was slain it has half its max hp.
	ARMOUR CLAS	ASS EFFECTS
A Dage	Madifiar Madifiar A	Natural Size Armour Modifier Evolutions Misc
	C = 10 + DEX + + +	+ + + +
	PRESA ARMOUR CLASS	
A	C = 10 / / + +	+ 🙌 + - +
TOQU	JE ARMOUR CLASS	
Α	C = 10 + DEX ++	/ + • • +
	p AC Spell Resistance Conditional Modifiers	
+ A		
Damag	ge Reduction	
Notes	-	