SIJABLE SPELLS   Signature and present and personal per	PHANTOM ABILITIES	MANIF	ESTATION
Septiminate law any address are fire existing   Septiminate law and substances   Septiminate law			
STATE SPELLS Card presence uples to the Pillurieum. Card presence uples to the Card presence uples	Niveau Communicate over any distance as a free action.	•	INCORPOREAL
Niversal PROPERTY OF STREET STATE OF STREET STREET STREET STATE OF STREET ST	SHARE SPELLS		
3 When fully manufacterial and within 20th. Pleation is common fold a spell challer. Pleating is manufacterial and within 20th. Noveau MANGE ATTACKS 4 Slam attacks treated as digingd. 10 AIRLITY SCORE INCREASE 10 Timespe 20 20 20 PHASE LURCH Allo to pass through walls and obstacles. Noveau MANGE ATTACKS 11 Simmage 20 20 20 PHASE LURCH Allo to pass through walls and obstacles. Noveau Manufacterial and within 20th  COURTEN MANUFESTATION  COURTEN MANUFESTATION  Full Manufactation  Groded Manufactation  Groded Manufactation  Groded Manufactation  Broded Manufactation  MANOBUVER DE COMBAT  SAUVE GRODE  MANOBUVER DE COMBAT  MANOBUVER DE COMBAT  SAUVE GRODE  MANOBUVER DE COMBAT  MANOBUVER DE COMBAT  MANOBUVER DE COMBAT  SAUVE GRODE  MANOBUVER DE COMBAT  MANOBUVE	DELIVED TOLICII CDELLC		•
ANDELUYE CORE INCREASE  10 10 10 maple 11 10 10 maple 12 10 10 maple 13 10 10 maple 14 10 10 maple 15 16 maple 16 16 maple 17 16 maple 18 16 maple 19 When increpared lifty speed 4ft (good).  PHASE LULICH Able to pass through walls and obstacles.  ATTAQUES  ATTAQUES  ATTAQUES  ATTAQUES  ATTAQUES  ATTAQUES  ATTAQUES  Slam Attack vectored as aligned. All manifestation	When fully manifested and within 30ft.	Niveau REDUCTION DES DEGATS	
A standards related as majecula.    10   Introduction		3	
SABILITY SCORE INCREASE   15			
Simulation to circled as aligned   Oallitt's COME INCREASE   Simulation to circled as aligned   Oallitt's COME INCREASE   Able to pass through walls and obstacles.	5 ABILITY SCORE INCREASE	-	Niveau INCORPOREAL FLIGHT
ARITY SCORE INCREASE  AND EVERSE TO THE STATE OF THE STAT	Niveau Slam attacks treated as aligned.		<b>9</b> When incorporeal, fly speed 40ft (good).
CURENT MANIFESTATION    Ectoplasmic Incorporeal   Portice   Type   Beaus distage   Dégats   Critique	ABILITY SCORE INCREASE		
Ectoplasmic Incorporeal Full Manifestation		ATT	AQUES
Full Manifestation Bonded Mani	CURRENT MANIFESTATION	Slam Attack × 2	
Niveau   N	·	Portée Type	Bonus d'attaque Dégâts Critique
VITESSE Vitesse de vol Vitesse temp Déglats d6 d8 d10 2d6 2d8 + STR +  MANOEUVRE DE COMBAT  MOST DÉGLATE DE COMBAT  MANOEUVRE DE COMBAT  MANOEUVRE DE COMBAT  MOST DÉGLATE DÉCLASSE D'ARMURE  Equive Déflection Base Mod. de Modificateurs conditionnels  HEMO = STR + DEX + + + BBA - + +  PRIS AU DEPOURVU  Déflection Base Mod. de Modificateurs conditionnels  MOST DÉCLASSE D'ARMURE  CLASSE D'ARMURE  CA = 10 + DEX + + + + + + + + + + + + + + + + + + +		m cases	x
Vitesse de vol   Vitesse de vol   Vitesse de vol   Vitesse de vol   Ad f & s   Ad f &			
MANOEUVRE DE COMBAT  MANOEUVRES DE COMBAT  BONUS  Bonus d'attaque  Mod. de taille  Divers  MANOEUVRES DE COMBAT  BONUS  Bonus d'attaque  EMD  STR + BBA - + BB	VITESSE Vitesse de vol Vitesse temp		DIVERS
MANOEUVEE DE COMBATE BONUS  BO	30m 6 sq 40 ft 8 sq m cases	3	
BONUS Bonus d'attaque taille Divers  BMO = STR + BBA - + +	MANOEUVRES DE CO	OMBAT	SAUVEGARDES
MANDEUVRES DE COMBAT DEFENSE  Modificateur Modificateur Bonus d'attaque DDMD = 10 + STR + DEX + + + BBA - + + PRIS AU DEPOURVU Defection Base Modificateur Bonus d'attaque DMD = 10 + STR + DEX + + + BBA - + + PRIS AU DEPOURVU Defection Main Modificateur Bonus d'attaque DMD = 10 + STR / + BBA - + + + PRIS AU DEPOURVU Defection Main Modificateur Bonus d'attaque DMD = 10 + STR / + + BBA - + + + PRIS AU DEPOURVU Defection Main Modificateur Bonus d'attaque DMD = 10 + STR / + BBA - + + + PRIS AU DEPOURVU Defection Modificateur Bonus d'attaque DMD = 10 + STR / + BBA - + + + BBA - + + PRIS AU DEPOURVU Defection Modificateur Bonus d'attaque DMD = 10 + STR / + BBA - + + + BBA - + + PRIS AU DEPOURVU EN BANCO MODIFICATION M	mou. ac	JET DI	EVIGUEUR Base Racial Divers Temp
DEFENSE   Deflection   Base   Mod de   Laille   Divers   Divers   Deflection   Base   Mod de   Laille   Divers   Divers   Divers   Deflection   Deflection   Divers			
DMD = 10 + STR + DEX +	Esquive Delice	ection Base Mod. de	
PRIS AU DEPOURVU DMD    Deflection   Base   Mod. de   Evasion   Science de   Endurance   Sens   Sens	Would ateur would		NTE SAUVEGARDE
Modificateur Bonus d'attaque taille Divers    Evasion   Science de   Endurance   Sens   Sens			= SAG + + + +
BMO temp BMO temp Modificateurs conditionnels  SANTE  POINTS DE VIE Blessures  I Mourant I Stable  Py  A phantom is dismissed when it reaches negative hit points as before; but if it was slain it has half its max hp.  CLASSE D'ARMURE  CLASSE D'ARMURE  CA = 10 + DEX + + + + + + + + + + + + + + + + + + +		_ F	107
SANTE  POINTS DE VIEBlessures    Mourant   Stable   Non létaux   Inconscient	(DMD)=10+ STR / / +	+ BBA - + Niveau	
SANTE  POINTS DE VIEBlessures	BMO temp  BMO temp Modificateurs conditionnels	6	+4 morale bonus to Will saves against enchantment
POINTS DE VIEBlessures    Mourant   Stable   Py	+BMO +DMD		
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.  CLASSE D'ARMURE  CLASSE D'ARMURE  CLASSE D'ARMURE  CA = 10 + DEX + + + + + + + + + + + + + + + + + + +	SANTE	*	
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.  CLASSE D'ARMURE  Esquive Deflection Armure Modificateur Naturelle Taille Divers Divers  CA = 10 + DEX + + + + + + + + + + + + + + + + + + +	POINTS DE VIEBlessures	ant ☐ Stable Non létaux ☐ Inconscient	
A phantom is normally summoned with the same hit points as before; but if it was slain it has half its max hp.  CLASSE D'ARMURE  Esquive Deflection Modificateur Modificateur Naturelle Naturelle Taille Divers Divers  CA = 10 + DEX + + + + + + + + + + + + + + + + + + +	ру	ру	
CLASSE D'ARMURE  Esquive Deflection Armure Mod. de taille Divers Divers  CA = 10 + DEX + + + + + + + + + + + + + + + + + + +	A phantom is dismissed when it reaches negative hit points equal to	its Constitution score.	
CLASSE D'ARMURE  Modificateur Modificateur  Naturelle  Laille  Divers  Divers  Divers  Divers  Divers  Divers  Divers  PRIS AU DEPOURVU CLASSE D'ARMURE  CA = 10	<u> </u>		EFFETS
CA = 10 + DEX + + + + + + + + + + + + + + + + + + +	Esquive Deflection A	rmure Mod. de	
PRIS AU DEPOURVU CLASSE D'ARMURE  CA = 10	CLASSE D'ARMORE	+ + + +	
CA = 10 / + + + + + + + + + + + + + + + + + +		!!	
CA = 10 + DEX + + + + + + + + + + + CA temp Résistance à la malgirelificateurs conditionnels  Réduction de dégâts  Notes		+ + +	
CA = 10 + DEX + +	CONTACT CLASSE D'ARMURE		
Réduction de dégâts Notes	CA = 10 + DEX + +	/ +     +   +	
Réduction de dégâts Notes	CA temp Résistance à la magiœlificateurs conditionnels		
Notes On the second of the sec			
	Réduction de dégâts		
	Notes		