PHANTOM ABILITIES	MANIFESTATION	
Darkvision 60ft LINK	Fully manifesting a phantom takes 1 minute. Switching between forms takes 1 full round. Relling the phantom is a standard action until level 6.	
Livello Communicate over any distance as a free action. 1 Spiritualist and Phantom magic item slots are shared.	ECTOPLASMIC	INCORPOREAL
SHARE SPELLS	If more than 50 ft away, Spiritualist must concentrate	An incorporeal form that appears within 30ft.
Cast personal spells on the Phantom. Livels DELIVER TOUCH SPELLS	to maintain solid form. Cannot be more than 100ft away.	Cannot be more than 50ft away.
When fully manifested and within 30ft. Phantom cannot hold a spell charge.	Livello DAMAGE REDUCTION	Cannot attack corporeal creatures, except to deliver touch spells.
Livello MAGIC ATTACKS	1 5/slashing	DEFLECTION
4 Slam attacks treated as magical.	5 5/magic - 10 10/magic	BONUS CA = CAR
5 ABILITY SCORE INCREASE	15 15/magic - 20 20/-	Livello INCORPOREAL FLIGHT
Livello 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).
Livello DELIVER TOUCH SPELLS 12 When fully manifested and within 30ft	ATT	ACCHI
CURRENT MANIFESTATION	Slam Attack × 2	
Ectoplasmic Incorporeal		donus di attacco Danno Critico
Full Manifestation	m q	×
Bonded Manifestation	Livello Livello Livello	Livello Livello
VELOCITÀ VELOCITÀ Velocità in volo Velocità Temp.	1 5 9	13 17 Altro
20 6 40 6 0	Danno d6 d8 d10	2d6 2d8 + FOR +
MANOVRA IN COMBA		d10/3d6 2d6/3d8
BONUS A MANOVRABonus Attacco Base Mod.		RA SALVEZZA Base Razziale Altro Temp
BMC = FOR + BAB - + +	TEM	= COS+ + + +
DIFESA DA MANOVRA Modificatore Mod	FIFLES	SI SALVEZZA = DFS + + + +
IN COMBATTIMENTO Schivare Dev	iazione di Taglia Altro L	TA SALVEZZA
DMC = 10 + FOR + DES + +	+ BAB - 11 + VOL	= SAG + + + +
	ificator®onus Attacco Base Mod. iazione di Taqlia Altro 🗆 Elude	ere 🗆 Eludere 🗆 Resistenza 🗆 Percepire
DMC =10 + FOR / / +		Migliorato Trappole DEVOTION
BMC Temp. DMC Temp. Modificatori di Circostanza	6	4 morale bonus to Will saves against enchantment
+BMC +DMC		
SALUTE	*	
PUNTI FERITA Ferite	ente 🗍 Stabile Non-letali 🗍 Privo di sensi	
pf	pf	
A phantom is dismissed when it reaches negative hit points equal t A phantom is normally summoned with the same hit points as befo	o its Constitution score. re; but if it was slain it has half its max hp.	
CLASSE ARMAT	URA	EFFETTI
Modificatore Modificatore A Schivare Deviazione	rmatura Mod. Naturale di Taglia Altro Altro	
CA = 10 + DES + + +	+ + +	00000
IMPREPARATO CLASSE ARMATURA		
CA = 10 / / + +	+ + +	
A CONTATTO CLASSE ARMATURA		
CA = 10 + DES + +	/ + 17 +	
CA Temp. Resistenza Inc. Modificatori di Circostanza		
+ CA		
Riduzione del danno		
NOTE		