PHANTOM ABILITIES	MANIFE	STATION
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 Livello 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.
Livello 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 BONUS
4 Slam attacks treated as magical.	5 5/magic 10 10/magic	CA = CAR
5 ABILITY SCORE INCREASE MAGIC ATTACKS	15 15/magic 20 20/–	Livello INCORPOREAL FLIGHT
10 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	ATTA	ACCHI
CURRENT MANIFESTATION	Slam Attack × 2	
Ectoplasmic Incorporeal	Gittata Tipo B	onus di attacco Danno Critico
Full Manifestation	m q	×
Bonded Manifestation VELOCITÀ	Livello Livello Livello	Livello Livello
VELOCITÀ Velocità in volo Velocità Temp.	1 5 9	13 17 Varie
30m 6 sg 40 ft 8 sg m g	Danno d6 d8 d10 Pcl / Grn	2d6 2d8 + FOR +
MANOVRA IN COMBAT		TIRI SALVEZZA *
BONUS A MANOVRA Bonus Modificatore		A SALVEZZA Base Razziale Varie Temp
BMC = FOR + BAB - + +	TEM	= COS + + + +
DIFESA DA MANOVRA Modificatore Modi	ficatore Bonus Modificatore	= DES + + + +
IN COMBATTIMENTO Schivare Devi	azione Attacco Base di taglia Varie	TÀ SALVEZZA
DMC = 10 + FOR + DES + +	+ BAB - TI + VOL	= SAG + + + +
	ficatore Bonus Modificatore azione Attacco Base di taglia Varie 🗆 Elude	re Eludere Resistenza Percepire
DMC = 10 + FOR / / +		DEVOTION Irappole
BMC Temp. DMC Temp. Modificatori di Condizione	6 +	4 morale bonus to Will saves against enchantment
+BMC +DMC		
SALUTE	×	
PUNTI FERITA Ferite More	nte 🗌 Stabile Non-letali 📜 Privo di sensi	
pf	pf	
A phantom is dismissed when it reaches negative hit points equal to A phantom is normally summoned with the same hit points as before	o its Constitution score. re; but if it was slain it has half its max hp.	
CLASSE ARMAT		EFFETTI .
Modificatore Modificatore A Schivare Deviazione M	rmatura Modificatore laturale di taglia Evoluzioni Varie	
CA = 10 + DES + + +	+ + +	00000
IMPREPARATO CLASSE ARMATURA		
CA = 10 / / + +	+ + +	
CONTATTO CLASSE ARMATURA		
CA = 10 + DES + +	/ + 🙌 +	
CA TempResistenza agli Incantesimificatori di Condizione		
+ CA		
Riduzione del danno		
NOTE		