PHANTOM ABILITIES	MANIFESTATION	
Darkvision 60ft <b>LINK</b>	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.  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.	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 Slam attacks treated as aligned.  ABILITY SCORE INCREASE	PHASE LURCH Able to pass through walls and obstacles.	<b>9</b> When incorporeal, fly speed 40ft (good).
Livello DELIVER TOUCH SPELLS		ACCHI
When fully manifested and within 30ft  CURRENT MANIFESTATION	Slam Attack × 2	
Ectoplasmic Incorporeal		Bonus 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
30m 6 sq 40 ft 8 sq m q	Danno <b>d6 d8 d10</b> P/G <b>d4/d8 d6/2d6 d8/2d8</b>	2d6 2d8 + FOR +
MANOVRA IN COMBAT		TIRI SALVEZZA
BONUS A MANOVRA  IN COMBATTIMENTO Attacco Base  Altro	ТЕМРЕ	RA SALVEZZA Base Razziale Altro Temp
BMC = FOR + BAB - + +	TEM	= COS + + + +
DIFESA DA MANOVRA Modificatore Modifi		SSI SALVEZZA  = DES + + + +
IN COMBATTIMENTO Schivare Devi	azione Attacco Base Altro	ITA SALVEZZA
DMC = 10 + FOR + DES + +	+ BAB - 11 + VOL	= SAG + + + +
	ficatore Bonus Modificatore di Taglia 🗆 🗆 Elude azione Attacco Base Altro 🗆 Elude	ore □ Eludere □ Resistenza □ Percepire
DMC =10 + FOR / / +	+ BAB - + Livello I	Migliorato Trappole  DEVOTION
BMC Temp. DMC Temp. Modificatori di Circostanza		4 morale bonus to Will saves against enchantment
+BMC +DMC		
SALUTE		
	nte 🏿 Stabile Non-letali 🗒 Privo di sensi	
pf	pf pf	
A phantom is dismissed when it reaches negative hit points equal to	o its Constitution score.	
A phantom is normally summoned with the same hit points as befor	·	PPPPPI
CLASSE ARMATI  Modificatore Modificatore A		EFFETTI
CLASSE ARMATORA	aturale Evoluzioni Altro	
CA = 10 + DES + + +	++	
IMPREPARATO CLASSE ARMATURA	- 41	
CA = 10 / + +		
CA = 10 + DES + +	/ + 1 + +	
CA Temp. Res. IncantesimModificatori di Circostanza		
+ CA		
+ CA Riduzione del danno		
0.11		