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.  Livello DELIVER TOUCH SPELLS	to maintain solid form.  Cannot be more than 100ft away.  Cannot be more than 100ft 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 5 5/magic BONUS
4 Slam attacks treated as magical.	5 5/magic BONUS  10 10/magic CA = CAR
5 ABILITY SCORE INCREASE	15 15/magic
Livello Slam attacks treated as aligned.	20 20/- Livello INCORPOREAL FLIGHT 9 When incorporeal, fly speed 40ft (good).
ABILITY SCORE INCREASE	PHASE LURCH Able to pass through walls and obstacles.
Livello DELIVER TOUCH SPELLS  12 When fully manifested and within 30ft	ATTACCHI
CURRENT MANIFESTATION	Slam Attack × 2
Ectoplasmic Incorporeal	Gittata Tipo Bonus di attacco Danno Critico
Full Manifestation   Bonded Manifestation	m q
Bonded Manifestation   VELOCITA	Livello Livello Livello Livello
VELOCITÀ Velocità in volo Velocità Temp.	<b>1</b> 5 9 <b>13 17</b> Varie
30m 6 sq 40 ft 8 sq m q	Danno <b>d6 d8 d10 2d6 2d8 + FOR +</b> Pcl/Grn <b>d4/d8 d6/2d6 d8/2d8 d10/3d6 2d6/3d8</b>
MANOVRA IN COMBAT	TTIMENTO TIRI SALVEZZA
BONUS A MANOVRA Bonus Mod. BONUS Attacco Base Taglia Varie	TEMPRA SAVE Base Razziale Varie Temp
BMC = FOR + BAB - 1 +	TEM = COS + + + +
DIFESA DA MANOVRA Modificatore Modi	RIFLESSI SALVEZZA ficatore Bonus Mod.  RIF = DES + + + +
	azione Attacco Base Taglia Varie VOLONTÀ SALVEZZA
<u>DMC</u> =10 + FOR + DES + +	+ BAB -     +
	ficatore Bonus Mod. azione Attacco Base Taglia Varie 🗆 Eludere 🗀 Eludere 🗀 Resistenza 🗀 Percepire
REPARATO + FOR / / +	+ BAB - Migliorato Trappole Livello DEVOTION
BMC Temp. DMC Temp. Modificatori di circostanza	6 +4 morale bonus to Will saves against enchantment
+BMC +DMC	
SALUTE	
JNTI FERITA Ferite	nte 🗌 Stabile Non-letali 🗎 Privo di sensi
pf	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 befor	
CLASSE ARMAT	URA EFFETTI
ModificatoreModificatore A CLASSE ARMATURA Schivare Deviazione N	rmatura Mod. Iaturale Taglia Evoluzioni Varie
CA = 10 + DES + + +	+ + + +
IMPREPARATO ARMOUR CLASS	
CA = 10 / / ++	+ <u>ii</u> ++
CONTATTO CLASSE ARMATURA	
CA = 10 + DES + +	/ + TT +
CA Temp. Res. IncantesimModificatori di circostanza	
+ CA Riduzione del danno	
1	
NOTE	