

PHANTOM ABILITIES

Darkvision 60ft

LINK

Level 1 Communicate over any distance as a free action. Spiritualist and Phantom magic item slots are shared.

SHARE SPELLS

Cast personal spells on the Phantom.

Level 3 **DELIVER TOUCH SPELLS**

When fully manifested and within 30ft. Phantom cannot hold a spell charge.

Level 4 **MAGIC ATTACKS**

Slam attacks treated as magical.

Level 5 **ABILITY SCORE INCREASE**

MAGIC ATTACKS

Slam attacks treated as aligned.

Level 10 **ABILITY SCORE INCREASE**

DELIVER TOUCH SPELLS

When fully manifested and within 30ft

Level 12

CURRENT MANIFESTATION

	Ectoplasmic	Incorporeal
Full Manifestation	<input type="checkbox"/>	<input type="checkbox"/>
Bonded Manifestation	<input type="checkbox"/>	<input type="checkbox"/>

SPEED

SPEED	Fly Speed	Temp Speed
30 ft 6 sq	40 ft 8 sq	ft sq

COMBAT MANOEUVRES

COMBAT MANOEUVRE BONUS

CMB = STR + BAB - Size Modifier + Misc

COMBAT MANOEUVRE DEFENCE

CMD = 10 + STR + DEX + Dodge Modifier + Deflection Modifier + BAB - Size Modifier + Misc

FLAT-FOOTED CMD

CMD = 10 + STR / / + + BAB - Size Modifier + Misc

Temp CMB Temp CMD Conditional Modifiers

+ CMB + CMD

HEALTH

HIT POINTS Wounds ☐ Dying ☐ Stable Non-lethal ☐ Unconscious

hp hp hp

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.

ARMOUR CLASS

ARMOUR CLASS

AC = 10 + DEX + Dodge Modifier + Deflection Modifier + Natural Armour + Size Modifier + Evolutions + Misc

FLAT-FOOTED ARMOUR CLASS

AC = 10 / / + + + Size Modifier + Evolutions + Misc

TOUCH ARMOUR CLASS

AC = 10 + DEX + Dodge Modifier + Deflection Modifier + Natural Armour + Size Modifier + Evolutions + Misc

Temp AC Spell Resistance Conditional Modifiers

+ AC

Damage Reduction /

Notes

MANIFESTATION

Fully manifesting a phantom takes 1 minute. Switching between forms takes 1 full round.

Relling the phantom is a standard action until level 6.

ECTOPLASMIC INCORPOREAL

If more than 50 ft away, Spiritualist must concentrate to maintain solid form.

Cannot be more than 100ft away.

An incorporeal form that appears within 30ft.

Cannot be more than 50ft away.

Cannot attack corporeal creatures, except to deliver touch spells.

DAMAGE REDUCTION

Level	
1	5/slashing
5	5/magic
10	10/magic
15	15/magic
20	20/-

PHASE LURCH

Able to pass through walls and obstacles.

ATTACKS

Slam Attack x 2

Range	Type	Attack Bonus	Damage	Critical
ft sq				x

Level	Level	Level	Level	Level	Misc
1	5	9	13	17	
Damage Sml / Lrg	d6 d4 / d8	d8 d6 / 2d6	d10 d8 / 2d8	2d6 d10 / 3d6	2d8 2d6 / 3d8
					+ STR +

COMBAT MANOEUVRES SAVES

FORTITUDE SAVE Base Racial Misc Temp

FORT = CON + + + +

REFLEX SAVE

REF = DEX + + + +

WILL SAVE

WILL = WIS + + + +

☐ Evasion ☐ Improved Evasion ☐ Endurance ☐ Trap Sense

Level 6 **DEVOTION**

+4 morale bonus to Will saves against enchantment

EFFECTS

□ □ □ □ □ □

□ □ □ □ □ □

□ □ □ □ □ □

□ □ □ □ □ □

□ □ □ □ □ □

□ □ □ □ □ □

□ □ □ □ □ □

□ □ □ □ □ □

□ □ □ □ □ □

□ □ □ □ □ □