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.	
Niveau 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.
Niveau DELIVER TOUCH SPELLS	Cannot be more than 100ft away.	Cannot be more than 50ft away. Cannot attack corporeal creatures, except to deliver
When fully manifested and within 30ft. Phantom cannot hold a spell charge.	Niveau DAMAGE REDUCTION	touch spells.
Niveau MAGIC ATTACKS 4 Slam attacks treated as magical.	1 5/slashing 5 5/magic	DEFLECTION BONUS
Niveau	10 10/magic	CA = CHA
5 ABILITY SCORE INCREASE	15 15/magic 20 20/-	Niveau INCORPOREAL FLIGHT
Niveau 10 MAGIC ATTACKS Slam attacks treated as aligned.	PHASE LURCH	9 When incorporeal, fly speed 40ft (good).
ABILITY SCORE INCREASE	Able to pass through walls and obstacles.	
Niveau DELIVER TOUCH SPELLS 12 When fully manifested and within 30ft		AQUES
CURRENT MANIFESTATION	Slam Attack × 2	
Ectoplasmic Incorporeal Full Manifestation	Portée Type	onus d'attaque Dommage Critique
Bonded Manifestation	pieds cases	x
VITESSE	Niveau Niveau Niveau	Niveau Niveau
VITESSE Vitesse de vol Vitesse temp	1 5 9	13 17 Divers
30pds 6 sq 40 ft 8 sq pieds cases	Dommage d6 d8 d10 Pte / Grd d4 / d8 d6 / 2d6 d8 / 2d8	2d6 2d8 + STR + d10/3d6 2d6/3d8
MANOEUVRES DE CO	OMBAT	SAUVEGARDES
MANOEUVRE DE COMBATBase Taille BONUS Bonus d'attaque Modificateur Divers	JET DE	
BMO = STR + BBA - + +	VIG	= CON+ + + + +
	ection Base Taille	ES SAUVEGARDE = DEX + + + +
	cateur Bonus d'attaque Modificateur Divers	TE SAUVEGARDE
DMD = 10 + STR + DEX + +	+ BBA - TI + VOL	= SAG + + + +
	ection Base Taille	on Science de Endurance Sens l'évasion des pièges
(DMD)=10 + STR / / +	+ BBA - T + Niveau D	EVOTION
BMO temp BMO temp Modificateurs conditionnels	6 +	4 morale bonus to Will saves against enchantment
+BMO +DMD		
SANTE	, (
POINTS DE VIEBlessures	nnt ☐ Stable Non létaux ☐ Inconscient	
pv	pv	
A phantom is dismissed when it reaches negative hit points equal to A phantom is normally summoned with the same hit points as before		
CLASSE D'ARMU	IRE .	EFFETS
	rmure Taille aturelle Modificateur Evolutions Divers	
CA = 10 + DEX + + +	+ 41 + +	00000
PRIS AU DEPOURVU CLASSE D'ARMURE		
CA = 10 / / + +	+ 11 + +	
CONTACT CLASSE D'ARMURE		
CA = 10 + DEX + +	/ + + +	
CA temp Résistance à la magiedificateurs conditionnels		
+ CA Réduction de dommage		
Treated to the design of the d		
Notes		