

SPIRIT SHAMAN

Nível do Conjurador

Spirit Shaman Level

SPIRIT GUIDE

Spirit Guide Type

MAGIAS

Spells Retrieved per day = Base Magia + Magias Bônus

Teste de Resistência	CD	Magias por dia	Base Magia	Magias Bônus
0				
1				SAB - 4
2				SAB - 8
3				SAB - 12
4				
5				
6				
7				
8				
9				

Resistência a Magia CD = 10 + CAR + Nível da Magia

FALHA ALCANA LIMIAR

%

EMPATIA COM A NATUREZA

WILD EMPATHY BONUS

Spirit Shaman Level

_____ = CAR + _____

CHASTISE SPIRITS

CHASTISE SPIRITS PER DAY

Hoje
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_____ = 3 + CAR + _____

WILL SAVE DC

Spirit Shaman Level

_____ = 10 + CAR + _____

EXORCISM

EXORCISM BONUS

Spirit Shaman Level

_____ = CAR + _____

EXORCISMO CD

Target's Hit Dice

Target's CHA

_____ = 10 + _____ + _____

SPIRIT SHAMAN

Spirit Shaman Level

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|----|---|--|
| 1 | <input type="checkbox"/> Wild empathy | Influence an animal |
| 2 | <input type="checkbox"/> Chastise spirits | Harm spirits, 1d6 /level, within 9m |
| 3 | <input type="checkbox"/> Detectar Espiritos | Sense nearby spirits at will |
| 4 | <input type="checkbox"/> Blessing of the spirits | Protect self against spirits, casting time 10 mins |
| 5 | <input type="checkbox"/> Follow the guide | Retry failed enchantment save on next round |
| 6 | <input type="checkbox"/> Guerreiro Fantasma | Resist incorporeal, ghost touch weapon |
| 7 | <input type="checkbox"/> Warding of the spirits | Protect party against spirits, lasts 10 mins / level |
| 9 | <input type="checkbox"/> Spirit form 1 /day | Se torna incorpóreo por 1 min |
| 10 | <input type="checkbox"/> Guide magic | Let guide concentrate on spell |
| 11 | <input type="checkbox"/> Recall spirit | Restore life to -1 hp, within 1 round of death |
| 13 | <input type="checkbox"/> Exorcism | Expel possessing spirit |
| 15 | <input type="checkbox"/> Spirit form 2 /day | |
| 16 | <input type="checkbox"/> Weaken spirits | Swap 3d6 of chastise damage, weaken for 1 round |
| 17 | <input type="checkbox"/> Spirit journey | Enter the spirit world |
| 19 | <input type="checkbox"/> Favoured of the spirits | Lose 1000 xp, receive Heal on reaching 0 hp |
| 20 | <input type="checkbox"/> Spirit form 3 /day; Spirit who walks | Become fey, gain damage reduction 5 /cold iron |

RETRIEVED SPELLS

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