SPIRIT SHAMAN

Spirit Shaman Level

Caster Level

SPIRIT GUIDE

Spirit Guide Type

SPELLS

Spells Retrieved per day	Spell Save DC		Spells per day	=	Base Spells	+	Bonus Spells
		0					
		1					
		2					
		3					
		4					
		5					
		6					
		7					
		8					
		9					

Bonus Spells columns: WIS, WIS - 4, WIS - 8, WIS - 12

Spell Save DC = 10 + CHA + Spell Level

ARCANE SPELL FAILURE THRESHOLD

%

WILD EMPATHY

WILD EMPATHY BONUS

= CHA + Spirit Shaman Level

CHASTISE SPIRITS

CHASTISE SPIRITS PER DAY

= 3 + CHA

Uses Today

WILL SAVE DC

= 10 + CHA + Spirit Shaman Level

EXORCISM

EXORCISM BONUS

= CHA + Spirit Shaman Level

EXORCISM DC

= 10 + Target's Hit Dice + Target's CHA

SPIRIT SHAMAN

Spirit Shaman Level			
1	☐ Wild empathy	Influence an animal	
2	☐ Chastise spirits	Harm spirits, **1d6 / level**, within **30ft**	
3	☐ Detect spirits	Sense nearby spirits at will	
4	☐ Blessing of the spirits	Protect self against spirits, casting time **10 mins**	
5	☐ Follow the guide	Retry failed enchantment save on next round	
6	☐ Ghost warrior	Resist incorporeal, ghost touch weapon	
7	☐ Warding of the spirits	Protect party against spirits, lasts **10 mins / level**	
9	☐ Spirit form **1 / day**	Become incorporeal for **1 min**	
10	☐ Guide magic	Let guide concentrate on spell	
11	☐ Recall spirit	Restore life to **-1 hp**, within **1 round** of death	
13	☐ Exorcism	Expel possessing spirit	
15	☐ Spirit form **2 / day**		
16	☐ Weaken spirits	Swap **3d6** of chastise damage, weaken for **1 round**	
17	☐ Spirit journey	Enter the spirit world	
19	☐ Favored of the spirits	Lose **1000 xp**, receive Heal on reaching **0 hp**	
20	☐ Spirit form **3 / day**; Spirit who walks	Become fey, gain damage reduction **5 / cold iron**	

RETRIEVED SPELLS

0

1

2

3

4

5

6

7

8

9