

# TOME OF SECRETS SHAMAN

Shaman  
Leve

## SHAMAN

Shaman Leve			Spiritual significance bonus
1	<input type="checkbox"/>	Communicate with spirit See spirit	
2	<input type="checkbox"/>	Spirit companion	
3	<input type="checkbox"/>	Bonus feat	
4	<input type="checkbox"/>	Summon spirit	
5	<input type="checkbox"/>	Control spirit	
6	<input type="checkbox"/>	Bonus feat	
7	<input type="checkbox"/>	Spiritual significance (self)	
8	<input type="checkbox"/>	Spirit heal	+1
9	<input type="checkbox"/>	Bonus feat	
10	<input type="checkbox"/>	Spirit walk	+2
11	<input type="checkbox"/>	Spiritual significance (other)	
12	<input type="checkbox"/>	Bonus feat	+3
13	<input type="checkbox"/>	Spirit heal, mass	
14	<input type="checkbox"/>	Tether spirit	+4
15	<input type="checkbox"/>	Bonus feat	
16	<input type="checkbox"/>	Control living spirit	+5
17	<input type="checkbox"/>	Break spirit	
18	<input type="checkbox"/>	Bonus feat	
19	<input type="checkbox"/>	Bonus feat	
20	<input type="checkbox"/>	Lasting spiritual significance	

## SEE SPIRIT

**DC 15** Knowledge (spirits) to add this bonus to next skill check  
**INSIGHT BONUS**

= **CHA**

## SKILLS

### CRAFT: FOCUS

**DC 20** To give an item spiritual significance

**DC 15** To create a tether

### KNOWLEDGE: SPIRITS

**DC 15** To gain the insight bonus from See Spirit

### PERFORM: RITUAL

#### To communicate with spirits

**DC 15** To persuade an indifferent or unfriendly spirit to communicate, or a spirit associated with a deity that is unfriendly to shamans

**DC 20** To persuade a hostile spirit to communicate

**DC 25** To persuade a spirit that is associated with a deity that is unfriendly to shamans to communicate.

#### To summon spirits

**DC 5** To summon any spirit

**DC 10** To summon an unembodied spirit of a non-particular spell effect

**DC 15** To summon an unembodied spirit of a particular spell effect

**DC 20** To summon an unfriendly deceased spirit

**DC 25** To summon any type of spirit associated with a deity unfriendly to shamans

**DC 30** To summon any type of spirit associated with a deity hostile to shamans

**DC 30** To locate a spirit with a desired ability

#### To tether spirits

**DC 20** To break a tether

## SPIRIT COMPANION

COMPANION

CREATURE TYPE

## CONTROL SPIRIT

**CONTROLLED  
SPIRIT  
CAPACITY**

Charisma  
Score

=

**CONTROLLED  
SPIRITS**

Spirit's  
Charisma

<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>

## SPIRIT HEAL

**HEALING  
PER DAY**

Healing  
Today

**SPIRIT  
HEALING**

Shaman  
Leve

= **CHA** + 2

d6 =

## SPIRIT WALK

**TETHER  
RANGE**

Shaman  
Leve

**BREAKING  
RISK**

10-minute  
increments

ft  sq =  × 150 ft / 30 sq

% =  × 10 %

## BONUS FEATS

### METAMAGIC FEATS

- ☐ Bouncing Spell +1
- ☐ Dazing Spell +3
- ☐ Disruptive Spell +1
- ☐ Ectoplasmic Spell +1
- ☐ Elemental Spell +1
- ☐ Empower Spell +2
- ☐ Enlarge Spell +1
- ☐ Extend Spell +1
- ☐ Focused Spell +1
- ☐ Heighten Spell
- ☐ Intensified Spell +1
- ☐ Lingering Spell +1
- ☐ Maximize Spell
- ☐ +3
- ☐ Merciful Spell
- ☐ +0
- ☐ Persistent Spell
- ☐ +2
- ☐ Quicken Spell
- ☐ +4
- ☐ Reach Spell
- ☐
- ☐ Selective Spell
- ☐ +1
- ☐ Sickening Spell

### ITEM CREATION FEATS

- ☐ Awakened Arcane Bond
- ☐
- ☐ Brew Fleshcrafting Poison
- ☐
- ☐ Brew Potion
- ☐
- ☐ Craft Construct
- ☐
- ☐ Craft Magic Arms and Armor
- ☐
- ☐ Craft Rod
- ☐
- ☐ Craft Staff

### OTHER FEATS

- ☐ Alertness
- ☐ Animal Affinity
- ☐ Deceitful
- ☐ Endurance
- ☐ Diehard
- ☐ Fleet
- ☐ Great Fortitude
- ☐ Improved Great Fortitude
- ☐ Intimidating Prowess
- ☐ Iron Will
- ☐ Improved Iron Will
- ☐ Leadership
- ☐ Lightning Reflexes
- ☐ Improved Lightning Reflexes
- ☐ Persuasive
- ☐ Self-Sufficient
- ☐ Spell Penetration
- ☐ Greater Spell Penetration