

# SPIRIT SHAMAN

Spirit Shaman Level  
Уровень Заклинателя

## SPIRIT GUIDE

Spirit Guide Type

## ЗАКЛИНАНИЯ

Spells Retrieved per day КС Спаса от заклинания Заклинаний в день Базовых Заклинаний Бонусные

0	1	2	3	4	5	6	7	8	9

КС спаса от заклинания = 10 + XAP + Уровень заклинания

Магическое заклинание Шанс провала

%

## СОПЕРЕЖИВАНИЕ ПРИРОДЕ

WILD EMPATHY BONUS

Spirit Shaman Level

= XAP +

## CHASTISE SPIRITS

CHASTISE SPIRITS PER DAY

Использовано сегодня

= 3 + XAP

WILL SAVE DC

Spirit Shaman Level

= 10 + XAP +

## EXORCISM

EXORCISM BONUS

Spirit Shaman Level

= XAP +

EXORCISM DC

Target's Hit Dice Target's CHA

= 10 + +

## SPIRIT SHAMAN

Spirit Shaman Level

- |    |   |  |
|----|---|--|
| 1  | <input type="checkbox"/> Wild empathy                         | Influence an animal                                  |
| 2  | <input type="checkbox"/> Chastise spirits                     | Harm spirits, 1d6 /level, within 30ft                |
| 3  | <input type="checkbox"/> Detect spirits                       | 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"/> Ghost warrior                        | 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                   | Become incorporeal for 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

0

□□□  
□□□

1

□□□  
□□□  
□□□

2

□□□  
□□□  
□□□

3

□□□  
□□□  
□□□

4

□□□  
□□□

5

□□□  
□□□

6

□□□  
□□□

7

□□□  
□□□

8

□□□  
□□□

9

□□□  
□□□