

SPIRIT SHAMAN

Livello
Sciamano
Spirito
Livello
incantatore

SPIRIT GUIDE

Spirit Guide Type

INCANTESIMI

Spells Retrieved per day	CD TS Incantesimi	Inc. al Giorno	=	Inc. Base	+	Inc. Bonus
		0				
		1				SAG -4
		2				SAG -8
		3				SAG -12
		4				
		5				
		6				
		7				
		8				
		9				

CD Salvezza Inc. = 10 + CAR + Liv. Incantesimo

FALLIMENTO INCANTESIMI ARCANI INCANTESIMI ARCANI

%

EMPATIA SELVAGGIA

EMPATIA SELVAGGIA BONUS

Livello
Sciamano
Spirito

= CAR +

CHASTISE SPIRITS

CHASTISE SPIRITS PER DAY

= 3 + CAR

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TS VOLONTÀ CD

Livello
Sciamano
Spirito

= 10 + CAR +

EXORCISM

ESORCISMO BONUS

Livello
Sciamano
Spirito

= CAR +

ESORCISMO CD

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 / livello, entro 9m
3	<input type="checkbox"/> Detect spirits	Sense nearby spirits at will
4	<input type="checkbox"/> Benedizione degli spiriti	Protect self against spirits, casting time 10min
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 10min / livello
9	<input type="checkbox"/> Spirit form 1/gg	Diventa incorporeo per 1 min
10	<input type="checkbox"/> Guide magic	Let guide concentrate on spell
11	<input type="checkbox"/> Recall spirit	Restore life to -1 pf, entro 1 round of death
13	<input type="checkbox"/> Exorcism	Expel possessing spirit
15	<input type="checkbox"/> Spirit form 2/gg	
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, riceve Cura se raggiunge 0 hp
20	<input type="checkbox"/> Spirit form 3/gg; Spirito che cammina	Become fey, gain damage reduction 5 /cold iron

RETRIEVED SPELLS

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