<b>SPIRIT</b>
<b>SHAMAN</b>

Spirit 7

CLI A NA A			11	Spirit Sham Level	an		
SHAMA		Niveau de anceur de Sort		1	☐ Wild empathy	Influence an animal	
SPIRIT GUIDE				2	☐ Chastise spirits	Harm spirits, 1d6 /level, within 30ft	
51110		<i></i>		3	☐ Detect spirits	Sense nearby spirits at will	
				4	☐ Blessing of the spirits	Protect self against spirits, casting time 10 mins	
Spirit Guide Type				5	☐ Follow the guide ☐ Ghost warrior	Retry failed enchantment save on next round	
,			Į.	7	☐ Warding of the spirits	Resist incorporeal, ghost touch weapon  Protect party against spirits, lasts 10 mins / level	
	ODTC			9	☐ Spirit form 1 /day	Become incorporeal for 1 min	
	SORTS		2	10	☐ Guide magic	Let guide concentrate on spell	
Spells Retrieved du sort	Sorts par jour	= Sorts de baseSup	Sorts plémentaires	11	☐ Recall spirit	Restore life to -1 hp, within 1 round of death	
per day			- 4 - 2 - 1 2	13	□ Exorcism	Expel possessing spirit	
0			SAG SAG SAG SAG	15	☐ Spirit form <b>2 /day</b>		
1				16	☐ Weaken spirits	Swap <b>3d6</b> of chastise damage, weaken for <b>1 round</b>	
2				17	☐ Spirit journey	Enter the spirit world	
3			<b></b>	19	☐ Favoured of the spirits	Lose 1000 xp, receive Heal on reaching 0 hp	
4			<b></b>	20	☐ Spirit form <b>3 /day</b> ; Spirit who walks	Become fey, gain damage reduction <b>5 /cold iron</b>	
5			$\phi \phi \phi$	``	RETRIEV	ED SPELLS	
6			$\varphi \varphi \varphi$				
7						0	
8			444				
9							
DD de jet de sauvegarde d'u	ın sort = 10	」 ) + CHA + nivea	u de sort				
RISQUE D'ÉCHEC DES S						1	
%							
<u>'</u>							
EMPATH			*				
Spirit Shaman BONUS Level					2		
= CHA +							
CHAST	ISE SPI	RITS				2	
CHASTISE SPIRITS						3	
PER DAY	777.0	Г	ons aujourd'hı □□□				
= 3 +	CHA						
WILL SAVE		Spirit Shaman				4	
DC		Level					
= 10 +	CHA	+					
EX	ORCISN	/I	*				
ENOD GIGNS		Spirit				5	
EXORCISM BONUS		aman .evel					
= CHA	+						
	Target's Hit Dice	Target's <b>CHA</b>			□	6	
= 10 +		+					
						7	
						8	
						9	

SPIRIT SHAMAN