SI	HA'IR	Level Bonus	+ Caster	×	PREPAREI	D S	SPELLS
			Level				000
Spells	Spell	SPEL	pells Base Bonus Spells		0)	
Known	Save DC		r day = Spells + 7				
		0	СНА - СНА - СНА - СНА -				
		1					
		2			1	L ·	
		3					
		4					
		5				-	
		6	+ + +		2	-	
		7				-	
		8				-	
		9					
Spell Sav	ve DC = 10 + CH	IA + Spell	Level			-	
ARCANE	SPELL FAIL	URE TH	RESHOLD				
i	%				3	3	
SPELL RETRIEVAL							
DC 20 Diplomacy check on DIPLOMACY MODIFIERS							
	our gen to reti		+1 per Sha'ir level +2 if spell is in spells known				
	vn arcane spell pell level) round		category (arcane only)				
-2 per level of the desired spell - Any identified arcane spell in -6 if the spell is an unknown						, L	
(1d6 + spell level) minutes - Any divine spell from the Air Chaos, Earth, Fire, Knowledge, after failing to retrieve it							
Law, Luck, Sun, or Water Domains in (1d6 + spell level)							
hours						-	
Sha'ir Lev	ral	SHA'	IR		5	-	
1 Sila ii Lev		Summon (Gen Familiar			-	
3	R	Recognize	Genie Works				
	ПЕ	lemental	Protection				
5		Call Janni	- Totalion			_	
7			Travel 1/day		6)	
9			Travel 1/day				
11		all Genie					
13	C	Craft Geni	e Prison			,	
15	E	lemental	Travel 2/day		7		
18		lemental	Travel (At will)			-	
`		SCRO	LLS				
					8	3 -	
						-	
WANDS							
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			DS		9) .	
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				IDENTIFIED SPELLS			
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2 # 000 000 000 2 # 000 000 000				,			