SHA'IR

Level Bonus **+** [ ] Caster Level [ ]

SPELLS

Spells Known	Spell Save DC		Spells per day	=	Base Spells	+	Bonus Spells
		0			___		CHA / CHA - 4 / CHA - 8 / CHA - 12
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		2					□ □ □ □
		3					□ □ □ □
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Spell Save DC = 10 + CHA + Spell Level

ARCANE SPELL FAILURE THRESHOLD

[_____ %]

SPELL RETRIEVAL

DC 20 Diplomacy check on behalf of your gen to retrieve...

- Any known arcane spell in (1d4 + spell level) rounds

- Any identified arcane spell in (1d6 + spell level) minutes

- Any divine spell from the Air Chaos, Earth, Fire, Knowledge, Law, Luck, Sun, or Water Domains in (1d6 + spell level) hours

DIPLOMACY MODIFIERS

+1 per Sha'ir level
+2 if spell is in spells known category (arcane only)
-2 per level of the desired spell
-6 if the spell is an unknown divine spell
-2 per attempt to retrieve the same spell in the same day after failing to retrieve it

SHA'IR

Sha'ir Level		
1	■	Summon Gen Familiar
3	□	Recognize Genie Works
5	□	Elemental Protection
7	□	Call Janni
9	□	Elemental Travel 1/day
11	□	Call Genie
13	□	Craft Genie Prison
15	□	Elemental Travel 2/day
18	□	Elemental Travel (At will)

SCROLLS

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WANDS

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PREPARED SPELLS

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IDENTIFIED SPELLS