

TOMO DE SECRETOS  
SHAMAN

Chaman  
Nivel

SHAMAN

Chaman Nivel			Spiritual significance bonus
1	<input type="checkbox"/>	Communicate with spirit See spirit	
2	<input type="checkbox"/>	Spirit companion	
3	<input type="checkbox"/>	NOTE ADICIONAL	
4	<input type="checkbox"/>	Summon spirit	
5	<input type="checkbox"/>	Control spirit	
6	<input type="checkbox"/>	NOTE ADICIONAL	
7	<input type="checkbox"/>	Spiritual significance (self)	
8	<input type="checkbox"/>	Spirit heal	+1
9	<input type="checkbox"/>	NOTE ADICIONAL	
10	<input type="checkbox"/>	Spirit walk	+2
11	<input type="checkbox"/>	Spiritual significance (other)	
12	<input type="checkbox"/>	NOTE ADICIONAL	+3
13	<input type="checkbox"/>	Spirit heal, mass	
14	<input type="checkbox"/>	Tether spirit	+4
15	<input type="checkbox"/>	NOTE ADICIONAL	
16	<input type="checkbox"/>	Control living spirit	+5
17	<input type="checkbox"/>	Break spirit	
18	<input type="checkbox"/>	NOTE ADICIONAL	
19	<input type="checkbox"/>	NOTE ADICIONAL	
20	<input type="checkbox"/>	Lasting spiritual significance	

SEE SPIRIT

CD 15 Knowledge (spirits) to add this bonus to next skill check  
INSIGHT BONUS

= CAR

HABILIDADES

CRAFT: FOCUS

- CD 20 To give an item spiritual significance  
CD 15 To create a tether

SABER: ESPÍRITUS

- CD 15 To gain the insight bonus from See Spirit

INTERPRETACIÓN: RITUAL

To communicate with spirits

- CD 15 To persuade an indifferent or unfriendly spirit to communicate, or a spirit associated with a deity that is unfriendly to shamans  
CD 20 To persuade a hostile spirit to communicate  
CD 25 To persuade a spirit that is associated with a deity that is unfriendly to shamans to communicate.

To summon spirits

- CD 5 To summon any spirit  
CD 10 To summon an unembodied spirit of a non-particular spell effect  
CD 15 To summon an unembodied spirit of a particular spell effect  
CD 20 To summon an unfriendly deceased spirit  
CD 25 To summon any type of spirit associated with a deity unfriendly to shamans  
CD 30 To summon any type of spirit associated with a deity hostile to shamans  
CD 30 To locate a spirit with a desired ability

To tether spirits

- CD 20 To break a tether

SPIRIT COMPANION

COMPANION	CREATURE TYPE
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CONTROL SPIRIT

CONTROLLED SPIRIT CAPACITY	Punt. Carisma	CONTROLLED SPIRITS	Carisma del Espíritu
<input type="text"/>	=	<input type="text"/>	<input type="text"/>
<input type="text"/>	=	<input type="text"/>	<input type="text"/>
<input type="text"/>	=	<input type="text"/>	<input type="text"/>

SPIRIT HEAL

CURACIÓN AL DÍA	Healing Today	SPIRIT CURACIÓN	Chaman Nivel
<input type="text"/>	= CAR + 2	<input type="text"/> d6	=
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		

SPIRIT WALK

TETHER RANGE	Chaman Nivel	BREAKING RISK	10-minute increments
<input type="text"/> c	=	<input type="text"/> %	= <input type="text"/> × 10 %
	×		

DOTES ADICIONALES

METAMAGIC FEATS	ITEM CREATION FEATS	OTHER FEATS
<input type="checkbox"/> Bouncing Spell +1	<input type="checkbox"/> Awakened Arcane Bond	<input type="checkbox"/> Alertness
<input type="checkbox"/> Dazing Spell +3	<input type="checkbox"/> Brew Fleshcrafting Poison	<input type="checkbox"/> Animal Affinity
<input type="checkbox"/> Disruptive Spell +1	<input type="checkbox"/> Brew Potion	<input type="checkbox"/> Deceitful
<input type="checkbox"/> Ectoplasmic Spell +1	<input type="checkbox"/> Craft Construct	<input type="checkbox"/> Endurance
<input type="checkbox"/> Elemental Spell +1	<input type="checkbox"/> Craft Magic Arms and Armor	<input type="checkbox"/> Diehard
<input type="checkbox"/> Empower Spell +2	<input type="checkbox"/> Craft Rod	<input type="checkbox"/> Fleet
<input type="checkbox"/> Enlarge Spell +1	<input type="checkbox"/> Craft Staff	<input type="checkbox"/> Great Fortitude
<input type="checkbox"/> Extend Spell +1	<input type="checkbox"/> Craft Wand	<input type="checkbox"/> Improved Great Fortitude
<input type="checkbox"/> Focused Spell +1	<input type="checkbox"/> Craft Wondrous Item	<input type="checkbox"/> Intimidating Prowess
<input type="checkbox"/> Heighten Spell	<input type="checkbox"/> Forge Ring	<input type="checkbox"/> Iron Will
<input type="checkbox"/> Intensified Spell +1	<input type="checkbox"/> Improved Arcane Bond	<input type="checkbox"/> Improved Iron Will
<input type="checkbox"/> Lingering Spell +1	<input type="checkbox"/> Scribe Scroll	<input type="checkbox"/> Leadership
<input type="checkbox"/> Maximize Spell +3		<input type="checkbox"/> Lightning Reflexes
<input type="checkbox"/> Merciful Spell +0		<input type="checkbox"/> Improved Lightning Reflexes
<input type="checkbox"/> Persistent Spell +2		<input type="checkbox"/> Persuasive
<input type="checkbox"/> Quicken Spell +4		<input type="checkbox"/> Self-Sufficient
<input type="checkbox"/> Reach Spell		<input type="checkbox"/> Spell Penetration
<input type="checkbox"/> Selective Spell +1		<input type="checkbox"/> Greater Spell Penetration
<input type="checkbox"/> Sickening Spell +2		
<input type="checkbox"/> Silent Spell +1		
<input type="checkbox"/> Still Spell +1		
<input type="checkbox"/> Thanatopic Spell +2		
<input type="checkbox"/> Threatening Illusion +1		
<input type="checkbox"/> Threnodic Spell +1		
<input type="checkbox"/> Thundering Spell +2		
<input type="checkbox"/> Widen Spell +3		