SPI	R	[]	ľ
SHA	M	Α	N

Spirit	7
Shaman	1
Level	1
Caster Level	
LCVCI	1

`	SPIRIT GUIDE	
	OT IMIT GOIDE	
Spirit Guide Type		
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SPELLS *							
Spells Retrieved per day	Spell Save DC		Spells per day	=	Base Spells	+	Bonus Spells
		0					WIS - 4 WIS - 8 WIS - 12
		1					7777
		2					
		3					
		4					
		5					$\varphi \varphi \varphi$
		6					
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Spell Save DC = 10 + CHA + Spell Level							

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WILD EMPATHY

WILD EMPATHY BONUS

Shaman Level

CHASTISE SPIRITS

CHASTISE SPIRITS

PER DAY

= 3 + CHA

Uses Today

WILL SAVE

Spirit Shaman Level

= 10	+	CHA	+

EXORCISM

EXORCISM BONUS

Spirit Shaman Level

= CHA +

EXORCISM DC

Target's Hit Dice

Target's **CHA**

= 10 +

N.	SPIRIT S	SHAMAN
Spirit Sham Level	an	
1	☐ Wild empathy	Influence an animal
2	☐ Chastise spirits	Harm spirits, 1d6 / level, within 30ft
3	☐ Detect spirits	Sense nearby spirits at will
4	☐ Blessing of the spirits	Protect self against spirits, casting time 10 mins
5	☐ Follow the guide	Retry failed enchantment save on next round
6	☐ Ghost warrior	Resist incorporeal, ghost touch weapon
7	☐ Warding of the spirits	Protect party against spirits, lasts 10 mins / level
9	☐ Spirit form 1 / day	Become incorporeal for 1 min
10	☐ Guide magic	Let guide concentrate on spell
11	☐ Recall spirit	Restore life to -1 hp, within 1 roundof death
13	☐ Exorcism	Expel possessing spirit
15	☐ Spirit form 2 / day	
16	☐ Weaken spirits	Swap 3d6of chastise damage, weaken for 1 round
17	☐ Spirit journey	Enter the spirit world
19	☐ Favored of the spirits	Lose 1000 xp, receive Heal on reaching 0 hp
_ 20	☐ Spirit form 3 / day; Spirit who walks	Become fey, gain damage reduction 5 / cold iron

X	RETRIEVED SPELLS	# (
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