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Spirit	7
Shaman Level	
onjurador	

SPIRIT SHAMAN

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SHAMA	TAT	11	Level	ali	
Ollimin	Conjurador Nível		1	☐ Wild empathy	Influence an animal
SPIRIT GUIDE		2	☐ Chastise spirits	Harm spirits, 1d6 /level, within 9m	
5111	III GOIDE		3	☐ Detectar Espiritos	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	Retry failed enchantment save on next round
Į.		J	6	☐ Guerreiro Fantasma	Resist incorporeal, ghost touch weapon
<u></u>			7	☐ Warding of the spirits	Protect party against spirits, lasts 10 mins / level
	IAGIAS	ø.	9	□ Spirit form 1 /day	Se torna incorpóreo por 1 min
Spells Teste de	Magias Magias Bas≱a	igias Bônus	10	☐ Guide magic ☐ Recall spirit	Let guide concentrate on spell Restore life to -1 hp, within 1 round of death
Retrieved Resistência CD	por dia	- 4	11	□ Exorcism	
0		SAB - 2 SAB - 2 SAB - 8	13		Expel possessing spirit
1			15 16	☐ Spirit form 2 /day ☐ Weaken spirits	Swap 3d6 of chastise damage, weaken for 1 round
2			17	☐ Spirit journey	Enter the spirit world
			19	☐ Favoured of the spirits	Lose 1000 xp, receive Heal on reaching 0 hp
3			20	☐ Spirit form 3 /day; Spirit who walks	Become fey, gain damage reduction 5 /cold iron
4					
5		999	*	RETRIEVE	D SPELLS
6		-			
7					·
8					
9					
Resistência a Magia CD = 1	0 + CAR + Nível da Magia				
FALHA ARCANA LIMIAR					
;					
%					
EMPATIA CO	OM A NATUREZA				
WILD EMPATHY	Spirit Shaman				
BONUS	Level				
= CAR	+				
CHASTISE SPIRITS					
CHASTISE SPIRITS PER DAY		Hoje			
= 3 + (CAR				
- 3 T	JAIN				
MILL CAME	Spirit				
WILL SAVE DC	Shaman Level				·
= 10 +	CAR +				
EX	ORCISM	#			
EXORCISM	Spirit Shaman			5	5
BONUS	Level				
= CAR	+				
	Target's Target's				
EXORCISMO	Hit Dice CHA				
CD					
= 10 +	+				
~					7 —————————————————————————————————————
				8	3 —