

# SPIRIT SHAMAN

Spirit Shaman Level

Caster Level

## SPIRIT GUIDE

Spirit Guide Type

## SPELLS

Spells Retrieved per day	Spell Save DC	Spells per day	= Basis Spreuken + Bonus Spells
		0	
		1	
		2	
		3	
		4	
		5	
		6	
		7	
		8	
		9	

Spell Save DC = 10 + CHA + Spell Level

## ARCANE SPREUK MISLUKKING TREDE

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## WILD EMPATHY

WILD EMPATHY BONUS

Spirit Shaman Level

= CHA +

## CHASTISE SPIRITS

CHASTISE SPIRITS PER DAY

Uses Today

= 3 + CHA

WILL SAVE DC

Spirit Shaman Level

= 10 + CHA +

## EXORCISM

EXORCISM BONUS

Spirit Shaman Level

= CHA +

EXORCISM DC

Target's Hit Dice Target's CHA

= 10 + +

## SPIRIT SHAMAN

Spirit Shaman Level

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

## RETRIEVED SPELLS

0

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