

# SPIRIT SHAMAN

 Spirit  
Shaman  
Level

 Nivel de  
Lanzador

## SPIRIT GUIDE

Spirit Guide Type

## CONJUROS

Spells Retrieved per day	CD Salv de Conjuros	Conjuros al Día	= Conjuros Base	+ Conjuros Adicionales
		0		SAB - 4 SAB - 8 SAB - 12
		1		<input type="checkbox"/> SAB - 4 <input type="checkbox"/> SAB - 8 <input type="checkbox"/> SAB - 12
		2		<input type="checkbox"/> SAB - 4 <input type="checkbox"/> SAB - 8 <input type="checkbox"/> SAB - 12
		3		<input type="checkbox"/> SAB - 4 <input type="checkbox"/> SAB - 8 <input type="checkbox"/> SAB - 12
		4		<input type="checkbox"/> SAB - 4 <input type="checkbox"/> SAB - 8 <input type="checkbox"/> SAB - 12
		5		<input type="checkbox"/> SAB - 4 <input type="checkbox"/> SAB - 8 <input type="checkbox"/> SAB - 12
		6		<input type="checkbox"/> SAB - 4 <input type="checkbox"/> SAB - 8 <input type="checkbox"/> SAB - 12
		7		<input type="checkbox"/> SAB - 4 <input type="checkbox"/> SAB - 8 <input type="checkbox"/> SAB - 12
		8		<input type="checkbox"/> SAB - 4 <input type="checkbox"/> SAB - 8 <input type="checkbox"/> SAB - 12
		9		<input type="checkbox"/> SAB - 4 <input type="checkbox"/> SAB - 8 <input type="checkbox"/> SAB - 12

CD Salv de Conjuro = 10 + CAR + Nivel de Conjuro

## UMBRAL DE FALLO DE CONJURO ARCANO

%

## EMPATIA SALVAJE

 WILD EMPATHY  
BONUS

 Spirit  
Shaman  
Level

= CAR +

## CHASTISE SPIRITS

 CHASTISE SPIRITS  
PER DAY

Usos Hoy

= 3 + CAR

 SALV. VOL.  
CD

 Spirit  
Shaman  
Level

= 10 + CAR +

## EXORCISM

 EXORCISM  
BONUS

 Spirit  
Shaman  
Level

= CAR +

 EXORCISM  
DC

 Dados de Golpe  
del Objetivo

 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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1

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