

# TOME OF SECRETS SHAMAN

Shaman  
Level

## SHAMAN

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

## SEE SPIRIT

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

= **CHA**

## SKILLS

### CRAFT: FOCUS

**DC 20** To give an item spiritual significance

**DC 15** To create a tether

### KNOWLEDGE: SPIRITS

**DC 15** To gain the insight bonus from See Spirit

### PERFORM: RITUAL

#### To communicate with spirits

**DC 15** To persuade an indifferent or unfriendly spirit to communicate, or a spirit associated with a deity that is unfriendly to shamans

**DC 20** To persuade a hostile spirit to communicate

**DC 25** To persuade a spirit that is associated with a deity that is unfriendly to shamans to communicate.

#### To summon spirits

**DC 5** To summon any spirit

**DC 10** To summon an unembodied spirit of a non-particular spell effect

**DC 15** To summon an unembodied spirit of a particular spell effect

**DC 20** To summon an unfriendly deceased spirit

**DC 25** To summon any type of spirit associated with a deity unfriendly to shamans

**DC 30** To summon any type of spirit associated with a deity hostile to shamans

**DC 30** To locate a spirit with a desired ability

#### To tether spirits

**DC 20** To break a tether

## SPIRIT COMPANION

COMPANION

CREATURE TYPE

## CONTROL SPIRIT

**CONTROLLED SPIRIT CAPACITY**

Charisma  
Score

=

**CONTROLLED SPIRITS**

Spirit's  
Charisma

|                      |                      |
|----------------------|----------------------|
| <input type="text"/> | <input type="text"/> |
| <input type="text"/> | <input type="text"/> |
| <input type="text"/> | <input type="text"/> |

## SPIRIT HEAL

**HEALING PER DAY**

Healing  
Today

**SPIRIT HEALING**

Shaman  
Level

= **CHA** + 2

d6 =

## SPIRIT WALK

**TETHER RANGE**

Shaman  
Level

**BREAKING RISK**

10-minute  
increments

ft  sq =  × 150 ft / 30 sq

% =  × 10 %

## BONUS FEATS

### METAMAGIC FEATS

- ☐ Bouncing Spell +1
- ☐ Dazing Spell +3
- ☐ Disruptive Spell +1
- ☐ Ectoplasmic Spell +1
- ☐ Elemental Spell +1
- ☐ Empower Spell +2
- ☐ Enlarge Spell +1
- ☐ Extend Spell +1
- ☐ Focused Spell +1
- ☐ Heighten Spell
- ☐ Intensified Spell +1
- ☐ Lingering Spell +1
- ☐ Maximize Spell +3
- ☐ Merciful Spell +0
- ☐ Persistent Spell +2
- ☐ Quicken Spell +4
- ☐ Reach Spell
- ☐ Selective Spell +1
- ☐ Sickening Spell +2
- ☐ Silent Spell +1
- ☐ Still Spell +1
- ☐ Thanatopic Spell +2
- ☐ Threatening Illusion +1
- ☐ Threnodic Spell +1
- ☐ Thundering Spell +2
- ☐ Widen Spell +3

### ITEM CREATION FEATS

- ☐ Awakened Arcane Bond
- ☐ Brew Fleshcrafting Poison
- ☐ Brew Potion
- ☐ Craft Construct
- ☐ Craft Magic Arms and Armor
- ☐ Craft Rod
- ☐ Craft Staff
- ☐ Craft Wand
- ☐ Craft Wondrous Item
- ☐ Forge Ring
- ☐ Improved Arcane Bond
- ☐ Scribe Scroll

### OTHER FEATS

- ☐ Alertness
- ☐ Animal Affinity
- ☐ Deceitful
- ☐ Endurance
- ☐ Diehard
- ☐ Fleet
- ☐ Great Fortitude
- ☐ Improved Great Fortitude
- ☐ Intimidating Prowess
- ☐ Iron Will
- ☐ Improved Iron Will
- ☐ Leadership
- ☐ Lightning Reflexes
- ☐ Improved Lightning Reflexes
- ☐ Persuasive
- ☐ Self-Sufficient
- ☐ Spell Penetration
- ☐ Greater Spell Penetration