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Spirit 7

Level	1
Niveau de	

×.	SPIRIT GUIDE	Į.
Spirit Guide Type		

SORTS

Spells Retrieved per day	Sort sauvegard	le	Sorts par jour	= Sorts de baseSt	Sorts pplémentaires
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		1			7777
		2			
		3			
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		9			

DD de jet de sauvegarde d'un sort = 10 + CHA + niveau de sort

RISQUE D	'ÉCHEC DE	SORTS	PROFANES
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EMPATHIE SAUVAGE

WILD EMPATHY BONUS

Shaman

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CHASTISE SPIRITS

CHASTISE SPIRITS PER DAY

WILL SAVE

= 3 + CHA

Utilisations aujourd'hu

Spirit Shaman

Level

= 10 + CHA +EXORCISM

EXORCISM BONUS

= CHA +

EXORCISM DC

Target's Hit Dice

Target's **CHA**

Spirit

Shaman Level

= 10 +

SPIRIT 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 round of death
13	☐ Exorcism	Expel possessing spirit
15	☐ Spirit form 2 /day	
16	☐ Weaken spirits	Swap 3d6 of chastise damage, weaken for 1 round
17	☐ Spirit journey	Enter the spirit world
19	☐ Favoured 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

TETRIEVED 3	LETIES - A
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