

SHA'IR

Level Bonus

+

Caster Level

SPELLS

Spells Known	Spell Save DC	Spells per day	=	Base Spells	+ Bonus Spells
		0			CHA - 4 CHA - 8 CHA - 12
		1			
		2			
		3			
		4			
		5			
		6			
		7			
		8			
		9			

Spell Save DC = 10 + CHA + Spell Level

ARCANE SPELL FAILURE THRESHOLD

%

SPELL RETRIEVAL

DC 20 Diplomacy check on behalf of your gen to retrieve...

- Any known arcane spell in (1d4 + spell level) rounds
- Any identified arcane spell in (1d6 + spell level) minutes
- Any divine spell from the Air, Chaos, Earth, Fire, Knowledge, Law, Luck, Sun, or Water Domains in (1d6 + spell level) hours

DIPLOMACY MODIFIERS

- +1 per Sha'ir level
- +2 if spell is in spells known category (arcane only)
- 2 per level of the desired spell
- 6 if the spell is an unknown divine spell
- 2 per attempt to retrieve the same spell in the same day after failing to retrieve it

SHA'IR

Sha'ir Level

- | | |
|----|---|
| 1 | <input checked="" type="checkbox"/> Summon Gen Familiar |
| 3 | <input type="checkbox"/> Recognize Genie Works |
| 5 | <input type="checkbox"/> Elemental Protection |
| 7 | <input type="checkbox"/> Call Janni |
| 9 | <input type="checkbox"/> Elemental Travel 1/day |
| 11 | <input type="checkbox"/> Call Genie |
| 13 | <input type="checkbox"/> Craft Genie Prison |
| 15 | <input type="checkbox"/> Elemental Travel 2/day |
| 18 | <input type="checkbox"/> Elemental Travel (At will) |

SCROLLS

WANDS

CHARGES

#

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PREPARED SPELLS

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IDENTIFIED SPELLS