

TOME OF SECRETS SHAMAN

Shaman
Leve

SHAMAN

Shaman Leve			Spiritual significance bonus
1	<input type="checkbox"/>	Communicate with spirit 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

$$\boxed{} = \text{CHA}$$

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

$$\boxed{} = \dots\dots\dots$$

**CONTROLLED
SPIRITS**

Spirit's
Charisma

SPIRIT HEAL

**HEALING
PER DAY**

Healing
Today

**SPIRIT
HEALING**

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$$\boxed{} = \text{CHA} + 2$$

☐☐☐
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$$\boxed{} \text{d6} = \dots\dots\dots$$

SPIRIT WALK

**TETHER
RANGE**

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**BREAKING
RISK**

10-minute
increments

$$\boxed{} \text{ ft } \boxed{} \text{ sq } = \dots\dots\dots \times 150 \text{ ft } / 30 \text{ sq}$$

$$\boxed{} \% = \dots\dots\dots \times 10 \%$$

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

ITEM CREATION FEATS

- ☐ Awakened Arcane Bond
- ☐
- ☐ Brew Fleshcrafting Poison
- ☐
- ☐ Brew Potion
- ☐
- ☐ Craft Construct
- ☐
- ☐ Craft Magic Arms and Armor
- ☐
- ☐ Craft Rod
- ☐
- ☐ Craft Staff

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