

TOME OF SECRETS
SHAMANShaman
Level

SHAMAN

| Shaman Level | | | 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

= **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
CAPACITYCharisma
Score

=

CONTROLLED
SPIRITSSpirit'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

= **CHA** + 2

Healing
Today

☐☐☐
☐☐☐
☐☐☐

SPIRIT
HEALINGShaman
Level

d6 =

SPIRIT WALK

TETHER
RANGEShaman
Level

ft sq =

× 150 ft / 30 sq

BREAKING
RISK10-minute
increments

% = × 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 +1
- ☐ Intensified Spell +1
- ☐ Lingering Spell +1
- ☐ Maximize Spell +3
- ☐ Merciful Spell +0
- ☐ Persistent Spell +2
- ☐ Quicken Spell +4
- ☐ Reach Spell +1
- ☐ 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