SHA'IR

Level Bonus +

Caster Level

SPELLS

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

Spell Save DC = 10 + CHA + Spell Level

ARCANE SPREUK MISLUKKING TREDE

%

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	■ Summon Gen Familiar
3	☐ Recognize Genie Works
5	☐ Elemental Protection
7	☐ Call Janni
9	☐ Elemental Travel 1/day
11	☐ Call Genie
13	☐ Craft Genie Prison
15	☐ Elemental Travel 2/day
18	☐ Elemental Travel (At will)

SCROLLS

WANDS

CHARGES #

CHARGES #

CHARGES #

PREPARED SPELLS

0

1

2

3

4

5

6

7

8

9

IDENTIFIED SPELLS