

—

## SPELLS

Spells Known	Spell Save DC		Spells per day	=	Base Spells	+	Bonus Spells
		<b>0</b>					CHA - 4
		<b>1</b>				<input type="checkbox"/>	CHA - 4
		<b>2</b>				<input type="checkbox"/>	CHA - 8
		<b>3</b>				<input type="checkbox"/>	CHA - 12
		<b>4</b>				<input type="checkbox"/>	
		<b>5</b>				<input type="checkbox"/>	
		<b>6</b>				<input type="checkbox"/>	
		<b>7</b>				<input type="checkbox"/>	
		<b>8</b>				<input type="checkbox"/>	
		<b>9</b>				<input type="checkbox"/>	

$$\text{Spell Save DC} = 10 + \text{CHA} + \text{Spell Level}$$

### ARCANE SPELL FAILURE THRESHOLD

\_\_\_\_\_ %

## SPELL RETRIEVAL

DC 20 Diplomacy check on behalf of your gen to retrieve...	<b>DIPLOMACY MODIFIERS</b> +1 per Sha'ir level
--	---


- 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
- +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

## 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

Shai'ir Level

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

## SCROLLS


## WANDS

[illegible]

## PREPARED SPELLS

□□□	0	□□□
□□□		□□□
□□□		□□□
□□□	1	□□□
□□□		□□□
□□□		□□□
□□□		□□□
□□□	2	□□□
□□□		□□□
□□□		□□□
□□□		□□□
□□□		□□□
□□□	3	□□□
□□□		□□□
□□□		□□□
□□□		□□□
□□□		□□□
□□□	4	□□□
□□□		□□□
□□□		□□□
□□□		□□□
□□□		□□□
□□□	5	□□□
□□□		□□□
□□□		□□□
□□□		□□□
□□□	6	□□□
□□□		□□□
□□□		□□□
□□□		□□□
□□□	7	□□□
□□□		□□□
□□□		□□□
□□□		□□□
□□□	8	□□□
□□□		□□□
□□□		□□□
□□□		□□□
□□□	9	□□□
□□□		□□□
□□□		□□□
□□□		□□□

## IDENTIFIED SPELLS

[illegible]