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Spirit 7 Shaman

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Spells DD de sauve Retrieved du sort per day	garde	Sorts par jour	= Sorts Sorts de baseSupplémentaires
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DD de jet de sauvegarde d'un sort = 10 + CHA + niveau de sort

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EMPATHIE SAUVAGE

WILD EMPATHY BONUS

Shaman Level

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CHASTISE SPIRITS

CHASTISE SPIRITS PER DAY

Utilisations aujourd'hui

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WILL SAVE					

Spirit Shaman Level

	= 10	+	CHA	+
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EXORCISM

EXORCISM BONUS

Spirit Shaman Level

=	CHA -	ŀ

EXORCISM

Target's Hit Dice

Target's **CHA**

= 10 +

SPIRIT SHAMAN			
Spirit Sham Level	an		
1	☐ Wild empathy	Influence an animal	
2	☐ Chastise spirits	Harm spirits, 1d6 /level, within 30ft	
3	☐ Detect spirits	Sense nearby spirits at will	
4	☐ Blessing of the spirits	Protect self against spirits, casting time 10 mins	
5	☐ Follow the guide	Retry failed enchantment save on next round	
6	☐ Ghost warrior	Resist incorporeal, ghost touch weapon	
7	☐ Warding of the spirits	Protect party against spirits, lasts 10 mins / level	
9	☐ Spirit form 1 /day	Become incorporeal for 1 min	
10	☐ Guide magic	Let guide concentrate on spell	
11	☐ Recall spirit	Restore life to -1 hp, within 1 round of death	
13	☐ Exorcism	Expel possessing spirit	
15	☐ Spirit form 2 /day		
16	☐ Weaken spirits	Swap 3d6 of chastise damage, weaken for 1 round	
17	☐ Spirit journey	Enter the spirit world	
19	☐ Favoured of the spirits	Lose 1000 xp, receive Heal on reaching 0 hp	
_ 20	☐ Spirit form 3 /day; Spirit who walks	Become fey, gain damage reduction 5 /cold iron	
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RETRIEVED SPELLS	# (
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