		TOME OF SECRETS Shaman		SPIRIT COMPANION							
		SHAMAN	Level ;	COMPANION	I					CREATU	JRE TYPE
		SHAMAN									
Shaman Level	1	4.4	Spiritual significance	<u></u>							
1		Communicate with spirit See spirit	bonus	Ĭ.				ONTROL SPIRIT			×
2		Spirit companion		CONTROLLE: SPIRIT	D Char	isma	CONT SPIRI	ROLLED TS			Spirit's Charism
3		Bonus feat		CAPACITY	Sc	ore					
4		Summon spirit			=						
<u> </u>		· · · · · · · · · · · · · · · · · · ·									
6		Control spirit  Bonus feat		X				SPIRIT HEAL			
-		Spiritual significance (self	<u>,                                      </u>	HEALING PER DAY				Healing	SPIRI HEAL		Shaman
8			+1		- CF	IA +	2	Today			Level
$\vdash$		Spirit heal								d6 =	
9		Bonus feat		TETHER		Shama	n	SPIRIT WALK	BREAKING	10-minut	te =
10		Spirit walk	+2	RANGE		Level			RISK	increment	
11		Spiritual significance (other	<u> </u>	ft	sq =	=	× 1	50 ft /30 sq	%	=	× 10 %
12		Bonus feat	+3	×			ВО	NUS PRESTATIES			*
13		Spirit heal, mass		METAMAGIC				CREATION FEATS	OTHER F		
14		Tether spirit	+4	<ul><li>□ Bouncing Specific Dazing Specific</li></ul>		+1 +3		kened Arcane Bond  W Fleshcrafting Poison	□ Alertn □ Anima		
15		Bonus feat		☐ Disruptive	Spell	+1	□ Brev	w Potion	□ Decei	tful	
16		Control living spirit	+5	☐ Ectoplasm ☐ Elemental		+1 +1		ft Construct ft Magic Arms and Armoi	□ Endur r □ Dieha		
17		Break spirit		□ Empower S		+2	□ Craf		□ Fleet	r. ala.d.	
18		Bonus feat		☐ Enlarge Sp ☐ Extend Spe		+1 +1	☐ Craf			Fortitude ved Great Fo	ortitude
19		Bonus feat		☐ Focused S		+1		ft Wondrous Item	□ Intimi □ Iron W	dating Prowe	ess
20		Lasting spiritual significan	nce	☐ Heighten S☐ Intensified		+1	☐ Forg	roved Arcane Bond		viii ved Iron Will	
SEE SPIRIT			☐ Lingering S☐ Maximize S		+1 +3	□ Scri	be Scroll	□ Leade	rship ning Reflexes		
DC 15 Knowledge (spirits) to add this bonus to next skill check INSIGHT BONUS				☐ Merciful Spell		+0					
INSIGI	пгь	= CHA		☐ Persistent☐ Quicken Sp		+2 +4			□ Persu □ Self-S	asive	
				□ Reach Spe		74				Penetration	
SKILLS *CRAFT: FOCUS				☐ Selective Spell +1					□ Greate	er Spell Pene	etration
DC 20 To give an item spiritual significance				☐ Sickening Spell +2 ☐ Silent Spell +1							
DC 15 To create a tether				□ Still Spell		ΤI					
KNOWLEDGE: SPIRITS				☐ Thanatopic	c Spell	+2					
DC 15 To gain the insight bonus from See Spirit				☐ Threatenin	_						
PERFORM: RITUAL				☐ Threnodic Spell +1☐ Thundering Spell +2							
DC 15	To communicate with spirits  DC 15 To persuade an indifferent or unfriendly spirit to communicate, or a spirit associated with			□ Widen Spe		+3					
		ty that is unfriendly to shamans ersuade a hostile spirit to commu	unicate								
	a dei	ersuade a spirit that is associated ty that is unfriendly to shamans nunicate.									
To summ	on sp	irits									
DC 10	To su	ımmon any spirit ımmon an unembodied spirit of a	a								
	non-particular spell effect  DC 15 To summon an unembodied spirit of a particular spell effect										
DC 20		cular spell effect Immon an unfriendly deceased s	pirit								
	DC 25 To summon any type of spirit associated with a deity unfriendly to shamans										
DC 30	To su	ty unfriendly to shamans immon any type of spirit associa ty hostile to shamans	nted with								

DC 30 To locate a spirit with a desired ability

To tether spirits DC 20 To break a tether Spirit's Charisma