



SPIRIT SHAMAN

CHARACTER NAME

PLAYER

CLASS AND LEVEL

RACE

ALIGNMENT

DEITY

SIZE

AGE

GENDER

HEIGHT

WEIGHT

CAMPAIGN

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER
STR STRENGTH				
DEX DEXTERITY				
CON CONSTITUTION				
INT INTELLIGENCE				
WIS WISDOM				
CHA CHARISMA				

TOTAL		ARMOR BONUS	SHIELD BONUS	DEX MODIFIER	SIZE MODIFIER	NATURAL ARMOR	DEFLECTION MODIFIER	MISC. MODIFIER
AC								
ARMOR CLASS								

TOUCH
ARMOR CLASS

FLAT-FOOTED ARMOR CLASS

HP HIT POINTS	TOTAL		NONLETHAL DAMAGE	
WOUNDS/CURRENT HP				
DAMAGE REDUCTION				
INITIATIVE MODIFIER	TOTAL	DEX MODIFIER	MISC. MODIFIER	
		=	+	

CONDITIONAL AC MODIFIERS

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER	CONDITIONAL MODIFIERS
FORTITUDE (CONSTITUTION)	<input type="text"/>	= <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	
REFLEX (DEXTERITY)	<input type="text"/>	= <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	
WILL (WISDOM)	<input type="text"/>	= <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	

BASE ATTACK BONUS **SPELL RESISTANCE**

GRAPPLE MODIFIER

=

+

+

+

TOTAL

BASE ATTACK BONUS

STRENGTH MODIFIER

SIZE MODIFIER

MISC. MODIFIER

SPEED

[illegible]

ATTACK			ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES			

AMMUNITION

[illegible]

ATTACK			ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES			
AMMUNITION					

ATTACK			ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES			
AMMUNITION					

CLASS SKILLS?		SKILLS		MAX RANKS (CLASS/CROSS-CLASS)			
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER	
<input type="checkbox"/>	APPRAISE ■	INT			+	+	
<input type="checkbox"/>	BALANCE ■	DEX*			+	+	
<input type="checkbox"/>	BLUFF ■	CHA			+	+	
<input type="checkbox"/>	CLIMB ■	STR*			+	+	
<input checked="" type="checkbox"/>	CONCENTRATION ■	CON			+	+	
<input checked="" type="checkbox"/>	CRAFT ■ ()	INT			+	+	
<input checked="" type="checkbox"/>	CRAFT ■ ()	INT			+	+	
<input checked="" type="checkbox"/>	CRAFT ■ ()	INT			+	+	
<input type="checkbox"/>	DECIPHER SCRIPT	INT			+	+	
<input checked="" type="checkbox"/>	DIPLOMACY ■	CHA			+	+	
<input type="checkbox"/>	DISABLE DEVICE	INT			+	+	
<input type="checkbox"/>	DISGUISE ■	CHA			+	+	
<input type="checkbox"/>	ESCAPE ARTIST ■	DEX*			+	+	
<input type="checkbox"/>	FORGERY ■	INT			+	+	
<input type="checkbox"/>	GATHER INFORMATION ■	CHA			+	+	
<input checked="" type="checkbox"/>	HANDLE ANIMAL	CHA			+	+	
<input checked="" type="checkbox"/>	HEAL ■	WIS			+	+	
<input type="checkbox"/>	HIDE ■	DEX*			+	+	
<input type="checkbox"/>	INTIMIDATE ■	CHA			+	+	
<input type="checkbox"/>	JUMP ■	STR*			+	+	
<input checked="" type="checkbox"/>	KNOWLEDGE (GEOGRAPHY)	INT			+	+	
<input checked="" type="checkbox"/>	KNOWLEDGE (HISTORY)	INT			+	+	
<input checked="" type="checkbox"/>	KNOWLEDGE (LOCAL)	INT			+	+	
<input checked="" type="checkbox"/>	KNOWLEDGE (NATURE)	INT			+	+	
<input type="checkbox"/>	KNOWLEDGE ()	INT			+	+	
<input checked="" type="checkbox"/>	LISTEN ■	WIS			+	+	
<input type="checkbox"/>	MOVE SILENTLY ■	DEX*			+	+	
<input type="checkbox"/>	OPEN LOCK	DEX			+	+	
<input type="checkbox"/>	PERFORM ()	CHA			+	+	
<input type="checkbox"/>	PERFORM ()	CHA			+	+	
<input type="checkbox"/>	PERFORM ()	CHA			+	+	
<input checked="" type="checkbox"/>	PROFESSION ()	WIS			+	+	
<input checked="" type="checkbox"/>	PROFESSION ()	WIS			+	+	
<input checked="" type="checkbox"/>	RIDE ■	DEX			+	+	
<input type="checkbox"/>	SEARCH ■	INT			+	+	
<input type="checkbox"/>	SENSE MOTIVE ■	WIS			+	+	
<input type="checkbox"/>	SLEIGHT OF HAND	DEX*			+	+	
<input checked="" type="checkbox"/>	SPELLCRAFT	INT			+	+	
<input checked="" type="checkbox"/>	SPOT ■	WIS			+	+	
<input checked="" type="checkbox"/>	SURVIVAL ■	WIS			+	+	
<input checked="" type="checkbox"/>	SWIM ■	STR*			+	+	
<input type="checkbox"/>	TUMBLE	DEX*			+	+	
<input type="checkbox"/>	USE MAGIC DEVICE	CHA			+	+	
<input type="checkbox"/>	USE ROPE ■	DEX			+	+	
<input type="checkbox"/>	_____	_____			+	+	
<input type="checkbox"/>	_____	_____			+	+	

■ Denotes a skill that can be used untrained.

* Armor check penalty, if any, applies. (Double penalty for Swim.)

POSSESSIONS

[illegible]

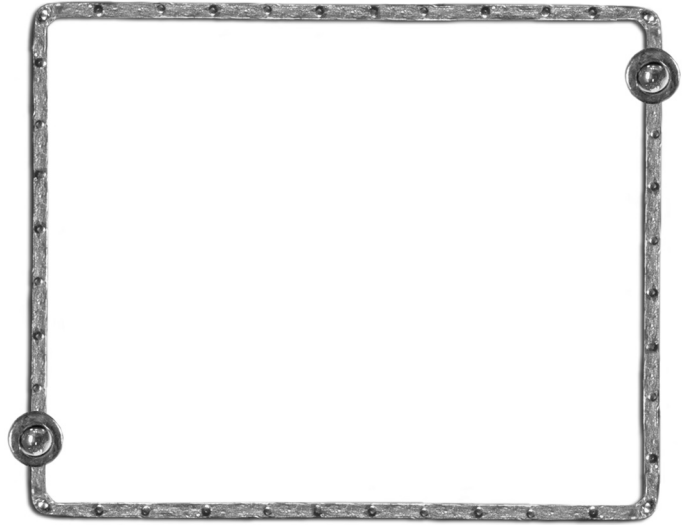
SPELLS KNOWN

[illegible]

WEALTH

MONEY	GEMS	ART	OTHER
CP—			
SP—			
GP—			
PP—			

SPELLS				
SPELL SAVE		DC	MOD	
CONDITIONAL MODIFIERS				
SPELLS KNOWN + BONUS SPELLS	SPELL SAVE DC	LEVEL	SPELLS/DAY	SPELLS EXPENDED
		0		
		1 ST		
		2 ND		
		3 RD		
		4 TH		
		5 TH		
		6 TH		
		7 TH		
		8 TH		
		9 TH		



FEAT	PAGE REF.
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RETRIEVED SPELLS

Level	0	1 st	2 nd	3 rd	4 th	5 th	6 th	7 th	8 th	9 th
1st	3	1	—	—	—	—	—	—	—	—
2nd	3	2	—	—	—	—	—	—	—	—
3rd	3	2	1	—	—	—	—	—	—	—
4th	3	3	1	—	—	—	—	—	—	—
5th	3	3	1	1	—	—	—	—	—	—
6th	3	3	2	1	—	—	—	—	—	—
7th	3	3	2	1	1	—	—	—	—	—
8th	3	3	2	2	1	—	—	—	—	—
9th	3	3	3	2	1	1	—	—	—	—
10th	3	3	3	2	2	1	—	—	—	—
11th	3	3	3	3	2	1	1	—	—	—
12th	3	3	3	3	2	2	1	—	—	—
13th	3	3	3	3	3	2	1	1	—	—
14th	3	3	3	3	3	2	2	1	—	—
15th	3	3	3	3	3	3	2	1	1	—
16th	3	3	3	3	3	3	2	2	1	—
17th	3	3	3	3	3	3	3	2	1	1
18th	3	3	3	3	3	3	3	2	2	1
19th	3	3	3	3	3	3	3	3	2	2
20th	3	3	3	3	3	3	3	3	3	2

CARRYING CAPACITY					
LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	LIFT OVER HEAD EQUALS MAX LOAD	LIFT OFF GROUND 2 X MAX LOAD	PUSH OR DRAG 5 X MAX LOAD

EXPERIENCE

NEEDED FOR NEXT LEVEL

LEVEL ADJUSTMENT

ECL

RACIAL TRAITS

LANGUAGES

INITIAL LANGUAGES=Common + racial languages + Int bonus
EACH ADDITIONAL LANGUAGE (Speak Language)=1 skill point

ARMOR/PROTECTIVE ITEMS

ARMOR/PROTECTIVE ITEM	TYPE	AC BONUS	MAX DEX	
CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES

SHIELD/PROTECTIVE ITEM

AC BONUS

WEIGHT

CHECK PENALTY

SPELL FAILURE

SPECIAL PROPERTIES

PROTECTIVE ITEM

AC BONUS

WEIGHT

SPECIAL PROPERTIES

PROTECTIVE ITEM

AC BONUS

WEIGHT

SPECIAL PROPERTIES

PROTECTIVE ITEM

AC BONUS

WEIGHT

SPECIAL PROPERTIES

CLASS FEATURES			
CLASS FEATURE	Weapon and Armor Proficiency	PAGE REF.	15
NOTES	See page 15 for a complete list of weapons; light armor and shields		
CLASS FEATURE	Spells	PAGE REF.	15
NOTES	Cast divine spells from the druid spell list		
CLASS FEATURE	Spirit Guide	PAGE REF.	16
NOTES	Personification of the spirit world grants Alertness feat, other benefits		
CLASS FEATURE	Wild Empathy (Ex)	PAGE REF.	16
NOTES	Improve attitude of monsters with the animal type		
CLASS FEATURE	Chastise Spirits (Su)	PAGE REF.	17
NOTES	1d6 damage/shaman level to spirits w/in 30 ft., Will save for half		
CLASS FEATURE	Detect Spirits (Sp)	PAGE REF.	17
NOTES	Use <i>detect spirits</i> at will		
CLASS FEATURE	Blessing of the Spirits (Sp)	PAGE REF.	17
NOTES	Rite that protects against spirits; self only		
CLASS FEATURE	Follow the Guide (Su)	PAGE REF.	17
NOTES	Additional saving throw verses enchantments spells or effects		
CLASS FEATURE	Ghost Warrior (Su)	PAGE REF.	17
NOTES	Ghost touch with any weapon; use normal AC verses incorporeal		
CLASS FEATURE	Warding of the Spirits (Sp)	PAGE REF.	17
NOTES	Similar to <i>Blessing of the Spirits</i> but affects others		
CLASS FEATURE	Spirit Form (Su)	PAGE REF.	17
NOTES	Incorporeal for 1 minute/day; 2/day at 15th level; 3/day at 20th level		
CLASS FEATURE	Guide Magic (Su)	PAGE REF.	18
NOTES	Spirit guide concentrates on spells for you		
CLASS FEATURE	Recall Spirit (Sp)	PAGE REF.	18
NOTES	Call back spirit of a dead creature within 1 round of death once per week		
CLASS FEATURE	Exorcism (Su)	PAGE REF.	18
NOTES	Force a possessing creature or spirit out of a body		
CLASS FEATURE	Weaken Spirits (Su)	PAGE REF.	18
NOTES	Strip spirits of their abilities rather than damage them		
CLASS FEATURE	Spirit Journey (Sp)	PAGE REF.	18
NOTES	Vanish into spirit world once per day		
CLASS FEATURE	Favored of the Spirits (Sp)	PAGE REF.	18
NOTES	Receive benefit of a <i>heal</i> spell if reduced to 0 hit points or below		
CLASS FEATURE	Spirit Who Walks (Ex)	PAGE REF.	18
NOTES	Become fey type; gain damage reduction 5/cold iron		

