TOME OF SECRETS

SHAMAN

Shaman Level

SHAMAN

Shaman Level			Spiritual significance bonus
1	☐	Communicate with spirit See spirit	
2	☐	Spirit companion	
3	☐	Bonus feat	
4	☐	Summon spirit	
5	☐	Control spirit	
6	☐	Bonus feat	
7	☐	Spiritual significance (self)	
8	☐	Spirit heal	+1
9	☐	Bonus feat	
10	☐	Spirit walk	+2
11	☐	Spiritual significance (other)	
12	☐	Bonus feat	+3
13	☐	Spirit heal, mass	
14	☐	Tether spirit	+4
15	☐	Bonus feat	
16	☐	Control living spirit	+5
17	☐	Break spirit	
18	☐	Bonus feat	
19	☐	Bonus feat	
20	☐	Lasting spiritual significance	

SEE SPIRIT

DC 15 Knowledge (spirits) to add this bonus to next skill check

INSIGHT BONUS = CHA

SKILLS

CRAFT: FOCUS

DC 20 To give an item spiritual significance

DC 15 To create a tether

KNOWLEDGE: SPIRITS

DC 15 To gain the insight bonus from See Spirit

PERFORM: RITUAL

To communicate with spirits

DC 15 To persuade an indifferent or unfriendly spirit to communicate, or a spirit associated with a deity that is unfriendly to shamans

DC 20 To persuade a hostile spirit to communicate

DC 25 To persuade a spirit that is associated with a deity that is unfriendly to shamans to communicate.

To summon spirits

DC 5 To summon any spirit

DC 10 To summon an unembodied spirit of a non-particular spell effect

DC 15 To summon an unembodied spirit of a particular spell effect

DC 20 To summon an unfriendly deceased spirit

DC 25 To summon any type of spirit associated with a deity unfriendly to shamans

DC 30 To summon any type of spirit associated with a deity hostile to shamans

DC 30 To locate a spirit with a desired ability

To tether spirits

DC 20 To break a tether

SPIRIT COMPANION

COMPANION | **CREATURE TYPE**

CONTROL SPIRIT

CONTROLLED SPIRIT CAPACITY = Charisma Score

CONTROLLED SPIRITS	Spirit's Charisma

SPIRIT HEAL

HEALING PER DAY = CHA + 2

Healing Today ☐☐☐ ☐☐☐☐ ☐☐☐

SPIRIT HEALING d6 = Shaman Level

SPIRIT WALK

TETHER RANGE ft sq = Shaman Level × 150 ft / 30 sq

BREAKING RISK % = 10-minute increments × 10 %

BONUS FEATS

METAMAGIC FEATS

- ☐ Bouncing Spell +1
- ☐ Dazing Spell +3
- ☐ Disruptive Spell +1
- ☐ Ectoplasmic Spell +1
- ☐ Elemental Spell +1
- ☐ Empower Spell +2
- ☐ Enlarge Spell +1
- ☐ Extend Spell +1
- ☐ Focused Spell +1
- ☐ Heighten Spell
- ☐ Intensified Spell +1
- ☐ Lingering Spell +1
- ☐ Maximize Spell +3
- ☐ Merciful Spell +0
- ☐ Persistent Spell +2
- ☐ Quicken Spell +4
- ☐ Reach Spell
- ☐ Selective Spell +1
- ☐ Sickening Spell +2
- ☐ Silent Spell +1
- ☐ Still Spell +1
- ☐ Thanatopic Spell +2
- ☐ Threatening Illusion +1
- ☐ Threnodic Spell +1
- ☐ Thundering Spell +2
- ☐ Widen Spell +3

ITEM CREATION FEATS

- ☐ Awakened Arcane Bond
- ☐ Brew Fleshcrafting Poison
- ☐ Brew Potion
- ☐ Craft Construct
- ☐ Craft Magic Arms and Armor
- ☐ Craft Rod
- ☐ Craft Staff
- ☐ Craft Wand
- ☐ Craft Wondrous Item
- ☐ Forge Ring
- ☐ Improved Arcane Bond
- ☐ Scribe Scroll

OTHER FEATS

- ☐ Alertness
- ☐ Animal Affinity
- ☐ Deceitful
- ☐ Endurance
- ☐ Diehard
- ☐ Fleet
- ☐ Great Fortitude
- ☐ Improved Great Fortitude
- ☐ Intimidating Prowess
- ☐ Iron Will
- ☐ Improved Iron Will
- ☐ Leadership
- ☐ Lightning Reflexes
- ☐ Improved Lightning Reflexes
- ☐ Persuasive
- ☐ Self-Sufficient
- ☐ Spell Penetration
- ☐ Greater Spell Penetration