		OME OF SECRETS	Shaman ;				
7		SHAMAN	·				
Shamar		SHAMAN	Spiritual				
Level	'	Communicate with animit	significance				
1		Communicate with spirit See spirit	bonus				
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	er)				
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 significan	ice				
		SEE SPIRIT	,				
DC 15		edge (spirits) to add this bonus	to next skill check				
INSIGE	TT BC	= CHA					
		SKILLS					
CRAFT:	FOCU						
DC 20	To giv	e an item spiritual significance					
DC 15	To cre	ate a tether					
KNOWL	EDGI	E: SPIRITS					
DC 15	To gai	n the insight bonus from See S <sub>l</sub>	pirit				
PERFOR	M: R	ITUAL					
		e 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 summ							
DC 5	To sur	nmon any spirit					
	To summon an unembodied spirit of a non-particular spell effect						
	To summon an unembodied spirit of a particular spell effect						
DC 20	To summon an unfriendly deceased spirit						
DC <b>25</b>	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					CREA	ATURE TYPE				
CONTROLLED		CONTROL SPIRIT				Coninital				
SPIRIT Charis	sma	SPIRITS				Spirit's Charism				
CAPACITY Score										
=										
×		SPIRIT HEAL								
HEALING PER DAY		Healing		SPIRI' HEAL		Shaman				
	^	Today	Γ	Level						
- CH	A + 2	2			d6	=				
×		SPIRIT WALK				,				
TETHER RANGE	Shamar Level		REAI	KING	10-mi					
-	Level			0.	=					
ft sq =		× 150 ft /30 sq		%	_	× 10 %				
×		BONUS FEATS				,				
METAMAGIC FEATS		ITEM CREATION FEATS	OTE	IER F	EATS					
☐ Bouncing Spell		☐ Awakened Arcane Bond		Alertn						
<ul><li>□ Dazing Spell</li><li>□ Disruptive Spell</li></ul>	+3 +1	<ul><li>□ Brew Fleshcrafting Poison</li><li>□ Brew Potion</li></ul>		Anıma Deceit	l Affinity ful					
☐ Ectoplasmic Spell	+1	□ Craft Construct		Endura						
☐ Elemental Spell	+1	☐ Craft Magic Arms and Armor		Diehar	d					
☐ Empower Spell	+2	☐ Craft Rod		Fleet						
☐ Enlarge Spell	+1	☐ Craft Staff			Fortitude					
☐ Extend Spell	+1	☐ Craft Wand				Fortitude				
☐ Focused Spell	+1	☐ Craft Wondrous Item ☐ Forge Ring		Intimic Iron W	lating Pr	owess				
<ul><li>☐ Heighten Spell</li><li>☐ Intensified Spell</li></ul>	+1	☐ Improved Arcane Bond			ııı red Iron \	will				
☐ Lingering Spell	+1	□ Scribe Scroll		Leade		74111				
☐ Maximize Spell	+3				ing Refle	xes				
☐ Merciful Spell	+0		☐ Improved Lightning Reflexes							
☐ Persistent Spell	+2				□ Persuasive					
☐ Quicken Spell +4					ufficient					
☐ Reach Spell					enetrati					
□ Selective Spell +1				Greate	r Spell P	enetration				
☐ Sickening Spell +2										
☐ Silent Spell☐ Still Spell +1	+1									
☐ Thanatopic Spell	+2									
☐ Threatening Illusion +1										
☐ Threnodic Spell	+1									
☐ Thundering Spell +2										
☐ Widen Spell	+3									