SPIRIT
SHAMAN

Spirit 7-----

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Shaman
Level
1.5

Shaman Level	1
Livello Dell'incantatore	

*	SPIRIT GUIDE	# (
Spirit Guide Type		
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		INCA	NTESII	VII	# \
Spells Retrieved per day	Incantesimi DC Tiri Salvz	·	Incantesim al giorno	ilncantesimi Base	Bonus Spells
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CD Tiro Salvz. Dell'incntsm. = 10 + CAR + Liv.Incntsm.

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	DEGLI INCNTSMI ARCAN
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WILD EMPATHY

WILD EMPATHY **BONUS**

Shaman Level

	= CAR +
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CHASTISE SPIRITS

CHASTISE SPIRITS PER DAY

WILL SAVE

= 3 + CAR

Uses Today

Spirit Shaman

Level

= 10 + CAR +

EXORCISM

EXORCISM BONUS

Spirit Shaman Level

= CAR +

EXORCISM DC

Target's Hit Dice

Target's **CHA**

= 10 +

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Spirit Shama 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	$\ \square$ 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 wl	no walks Become fey, gain damage reduction 5 /cold iron

L	20	Spirit form 3 /day, Spirit who warks	Become ley, gain damage reduction 5 /cold from
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