S	HA'IR	Level Bonus	• Caster	×	PREPAR	ED	SPELLS	-
	7111 111		Level					
Spells	Spell	SPELI Spe				0		
Known	Save DC	per	day = Spells + 7					
		0	СНА ССНА ССНА ССНА ССНА ССНА					
		1	7777					
		2				1		
		3						
		4						
		5						
		6	+ + +			2		
		7				_		
		8						
		9				_		
Spell S	ave DC = 10 + CF	HA + Spell L	_evel					
ARCAN	E SPELL FAIL	URE THE	RESHOLD			3		
1	%							
SPELL RETRIEVAL								
DC 20 Diplomacy check on DIPLOMACY MODIFIERS								
	f your gen to ret own arcane spell		+1 per Sha'ir level +2 if spell is in spells known					
	spell level) round	ls	category (arcane only)				000	
	ntified arcane sp	ell in	-2 per level of the desired spell -6 if the spell is an unknown			4		
(1d6 + spell level) minutes divine spell -2 per attempt to retrieve the						-		
- Any divine spell from the Air Chaos, Earth, Fire, Knowledge, Law, Luck, Sun, or Water Domains in (1d6 + spell level)								
hours SHA'IR			'R					
Sha'ir L						5		
1	S	Summon Ge	en Familiar					
3	□ R	Recognize (Genie Works					
5		lemental P	rotection					
7		Call Janni				6		
9	E	Elemental Travel 1/day						
11	□ C	Call Genie						
13		Craft Genie	Prison					
15		lemental T	ravel 2/day			7		
18			ravel (At will)					
						_		_
•		SCROL	LS					
						8		
						9		
*		WANI	OS *					
**************************************				*	IDENTIF		O SPELLS	*
8 100 100 100								
		RGES						
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