

SHA'IR

Level Bonus

+

Caster Level

SPELLS

Spells Known	Spell Save DC	Spells per day	=	Base Spells	+	Bonus Spells
		0				CHA - 4
		1				CHA - 4
		2				CHA - 4
		3				CHA - 4
		4				CHA - 4
		5				CHA - 4
		6				CHA - 4
		7				CHA - 4
		8				CHA - 4
		9				CHA - 4

Spell Save DC = 10 + CHA + Spell Level

ARCANE SPELL FAILURE THRESHOLD

%

SPELL RETRIEVAL

DC 20 Diplomacy check on behalf of your gen to retrieve...

- Any known arcane spell in (1d4 + spell level) rounds
- Any identified arcane spell in (1d6 + spell level) minutes
- Any divine spell from the Air Chaos, Earth, Fire, Knowledge, Law, Luck, Sun, or Water Domains in (1d6 + spell level) hours

DIPLOMACY MODIFIERS

- +1 per Sha'ir level
- +2 if spell is in spells known category (arcane only)
- 2 per level of the desired spell
- 6 if the spell is an unknown divine spell
- 2 per attempt to retrieve the same spell in the same day after failing to retrieve it

SHA'IR

Sha'ir Level	
1	■ Summon Gen Familiar
3	□ Recognize Genie Works
5	□ Elemental Protection
7	□ Call Janni
9	□ Elemental Travel 1/day
11	□ Call Genie
13	□ Craft Genie Prison
15	□ Elemental Travel 2/day
18	□ Elemental Travel (At will)

SCROLLS

WANDS

CHARGES #

CHARGES #

CHARGES #

PREPARED SPELLS

0

1

2

3

4

5

6

7

8

9

IDENTIFIED SPELLS