

SPIRIT SHAMAN

Spirit Shaman Level

Zauberstufe

SPIRIT GUIDE

Spirit Guide Type

ZAUBER

Spells Retrieved per day	Zauber Rettungs SG	Zauber pro Tag	= Grund-zauber + Bonus Spells
	0		
	1		
	2		
	3		
	4		
	5		
	6		
	7		
	8		
	9		

Zauber Rettungs SG = 10 + CH + Zaubergrad

ARKANE ZAUBERPATZER THRESHOLD

%

TIEREMPATHIE

WILD EMPATHY BONUS

Spirit Shaman Level

= CH +

CHASTISE SPIRITS

CHASTISE SPIRITS PER DAY

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= 3 + CH

WILL SAVE DC

Spirit Shaman Level

= 10 + CH +

EXORCISM

EXORCISM BONUS

Spirit Shaman Level

= CH +

EXORCISM DC

Target's Hit Dice Target's CHA

= 10 + +

SPIRIT SHAMAN

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1	<input type="checkbox"/> Wild empathy	Influence an animal
2	<input type="checkbox"/> Chastise spirits	Harm spirits, 1W%d6W% /level, within 30ft
3	<input type="checkbox"/> Detect spirits	Sense nearby spirits at will
4	<input type="checkbox"/> Blessing of the spirits	Protect self against spirits, casting time 10 mins
5	<input type="checkbox"/> Follow the guide	Retry failed enchantment save on next round
6	<input type="checkbox"/> Ghost warrior	Resist incorporeal, ghost touch weapon
7	<input type="checkbox"/> Warding of the spirits	Protect party against spirits, lasts 10 mins / level
9	<input type="checkbox"/> Spirit form 1 /day	Become incorporeal for 1 min
10	<input type="checkbox"/> Guide magic	Let guide concentrate on spell
11	<input type="checkbox"/> Recall spirit	Restore life to -1 hp, within 1 round of death
13	<input type="checkbox"/> Exorcism	Expel possessing spirit
16	<input type="checkbox"/> Weaken spirits	Swap 3W%d6W% of chastise damage, weaken for 1 round
17	<input type="checkbox"/> Spirit journey	Enter the spirit world
19	<input type="checkbox"/> Favoured of the spirits	Lose 1000 xp, receive Heal on reaching 0 hp
20	<input type="checkbox"/> Spirit form 3 /day; Spirit who walks	Become fey, gain damage reduction 5 /cold iron

RETRIEVED SPELLS

0

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