SHA'IR

Level Bonus + Caster Level

SPELLS

Spells Known	Spell Save DC		Spells per day	= Base Spells	+ Bonus Spells (CHA / CHA - 4 / CHA - 8 / CHA - 12)
		0			
		1			
		2			
		3			
		4			
		5			
		6			
		7			
		8			
		9			

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 # ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐☐☐☐☐☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐

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PREPARED SPELLS

0	☐☐☐	☐☐☐
1	☐☐☐	☐☐☐
2	☐☐☐	☐☐☐
3	☐☐☐	☐☐☐
4	☐☐☐	☐☐☐
5	☐☐☐	☐☐☐
6	☐☐☐	☐☐☐
7	☐☐☐	☐☐☐
8	☐☐☐	☐☐☐
9	☐☐☐	☐☐☐

IDENTIFIED SPELLS