

SPIRIT SHAMAN

Spirit Shaman Level
Caster Level

SPIRIT GUIDE

Spirit Guide Type

SPELLS

Spells Retrieved per day	Spell Save DC	Spells per day	= Base Spells	+ Bonus Spells
		0		WIS -4 WIS -8 WIS -12
		1		
		2		
		3		
		4		
		5		
		6		
		7		
		8		
		9		

Spell Save DC = 10 + CHA + Spell Level

ARCANE SPELL FAILURE THRESHOLD

%

WILD EMPATHY

WILD EMPATHY BONUS

Spirit Shaman Level

= CHA +

CHASTISE SPIRITS

CHASTISE SPIRITS PER DAY

Uses Today

= 3 + CHA

WILL SAVE DC

Spirit Shaman Level

= 10 + CHA +

EXORCISM

EXORCISM BONUS

Spirit Shaman Level

= CHA +

EXORCISM DC

Target's Hit Dice
Target's CHA

= 10 + +

SPIRIT SHAMAN

Spirit Shaman Level

1	<input type="checkbox"/> Wild empathy	Influence an animal
2	<input type="checkbox"/> Chastise spirits	Harm spirits, 1d6 /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 posessing spirit
15	<input type="checkbox"/> Spirit form 2 /day	
16	<input type="checkbox"/> Weaken spirits	Swap 3d6 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 , recieve 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

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