S	HA'IR	Level Bonus	+ Caster	×	PREPAR	ED	SPELLS
			Level				
Spells	Spell	SPEL	LS  ells  Base Bonus Spells  else  Base Bonus Spells			0	
Known	Save DC		r day Spells + Spells + Z				
		0	CHA - CHA - CHA -				
		1	7777				
		2				1	
		3					
		4					
		5					
		6				2	
		7				2	
		8					
		9					
Spell S	Save DC = 10 + CF	IA + Spell	Level				
ARCAN	E SPELL FAIL	URE THE	RESHOLD			3	
	%						
	'	I DET	RIEVAL				
DC 20 Di	iplomacy check		RIEVAL PURPLEMENT PROPERTY AND				
behalf of	f your gen to ret	rieve	+1 per Sha'ir level				
	own arcane spell spell level) round		+2 if spell is in spells known category (arcane only)				
-2 per level of the desired spell - Any identified arcane spell in -6 if the spell is an unknown						4	
(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  odivine spell  -2 per attempt to retrieve the same spell in the same day after failing to retrieve it							
						_	
•		SHA'	IR ,			5	
Sha'ir L		Summon G	Gen Familiar				
	п в	Recognize	Genie Works				
3							000
5			Protection				
7		Call Janni				6	
9	E	lemental 1	Fravel 1/day				
11	□ C	Call Genie					
13	□ C	Craft Genie	Prison Prison				
15	□ E	lemental 1	Travel 2/day			7	
18		Elemental <sup>*</sup>	Travel (At will)				
		SCROI	LS				
		001101					
						8	
WANDS						9	
			ns .				
				IDENTIFIED SPELLS			
							- FEEELO
		SES					
		CHARGES	# 00000000000				
# GOO OOO OOO							
		HAI		1_			