<b>SPIRIT</b>
<b>SHAMAN</b>

Spirit	ī
Shaman	1
Level	i
Nivel de	

Shaman	1
Level	i
Nivel de Lanzador	

×	SPIRIT GUIDE	#
Spirit Guide Type		
)_		- {
	CONIUROS	

		CON	IJUKUS	•	-
Spells Retrieved per day	CD Salv de Conjuros		Conjuros al Día	=Conjuros Base	Conjuros +Adicionales
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		2			
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CD Salv Conjuro = 10 + CAR + Nivel Conjuro

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1	- i		
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## EMPATIA SALVAJE

WILD EMPATHY **BONUS** 

Shaman Level

=	CAR	+

## CHASTISE SPIRITS

## CHASTISE SPIRITS

PER DAY

= 3 + CAR

Usos Hoy

SALV. VOL.

Spirit Shaman Level

= 10 +	CAP	4
- 10 T	CAR	T

## EXORCISM

EXORCISM BONUS

Spirit Shaman Level

= CAR +

**EXORCISM** DC

Target's Hit Dice

Target's **CHA** 

= 10 +

×	SPIRIT	SHAMAN *
Spirit Sham Level	nan	
1	☐ Wild empathy	Influence an animal
2	☐ Chastise spirits	Harm spirits, 1d6 /level, within 30ft
3	☐ Detect spirits	Sense nearby spirits at will
4	☐ Blessing of the spirits	Protect self against spirits, casting time 10 mins
5	☐ Follow the guide	Retry failed enchantment save on next round
6	☐ Ghost warrior	Resist incorporeal, ghost touch weapon
7	☐ Warding of the spirits	Protect party against spirits, lasts 10 mins / level
9	☐ Spirit form 1 /day	Become incorporeal for 1 min
10	☐ Guide magic	Let guide concentrate on spell
11	☐ Recall spirit	Restore life to -1 hp, within 1 round of death
13	□ Exorcism	Expel possessing spirit
15	☐ Spirit form <b>2/day</b>	
16	☐ Weaken spirits	Swap 3d6 of chastise damage, weaken for 1 round
17	☐ Spirit journey	Enter the spirit world
19	☐ Favoured of the spirits	Lose 1000 xp, receive Heal on reaching 0 hp
20	☐ Spirit form 3 /day; Spirit who walks	Become fey, gain damage reduction 5 /cold iron

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RETRI	IEVED SPELLS
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