<b>SPIRIT</b>	
SHAMAN	١

Spirit Shaman Level	1

Niveau de

		Lä	anceur de So	1	-
×		SPIRIT GUII	DE	,	1
					Ш
					ш
Spirit Gui	de Type				11
					Ш
×		SORTS		,	1
Spells	0	0	D	Corto	_

Retrieved per day	Sort sauvegard	le	Sorts par jour	=	Base Sorts Sប៉	Sorts pplémentaires
per auy		0				SAG - 4 SAG - 8 SAG - 8
		1				7777
		2				
		3				
		4				
		5				
		6				
		7				
		8				
		9				

DD de jet de sauvegarde d'un sort = 10 + CHA + niveau de sort

RISQUE I	<b>'ÉCHEC DES THRESHOLD</b>
1	% !

## EMPATHIE SAUVAGE

WILD EMPATHY BONUS Spirit Shaman Level

= CHA +

## CHASTISE SPIRITS

CHASTISE SPIRITS PER DAY

WILL SAVE

= 3 + CHA

Utilisations aujourd'hui

- 3 . GIIA

Spirit Shaman Level

=10 + CHA +

## EXORCISM Spirit

EXORCISM BONUS Spirit Shaman Level

= CHA +

EXORCISM DC Target's Hit Dice Target's **CHA** 

= 10 + +

``	SPIRIT S	SHAMAN
Spirit Sham Level	an	
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 2/day	
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 <b>3 /day</b> ; Spirit who walks	Become fey, gain damage reduction 5 /cold iron
	DEMOTEST	ED CDELLC

<b>1</b> %	RETRIEVED SPELLS	<b>#</b> (
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	<b>1</b>	
	<b>2</b>	
i	3	
	<b>4</b>	
	5	

<b>4</b>
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7
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9