SPIRIT
SHAMAN

Spirit Guide Type

Spirit Shaman

Level	-
Niveau de	1

Lanceur de Sort	
SPIRIT GUIDE	,

Spells Retrieved per day	Sort sauvegard	le	Sorts par jour	=	Base Sorts	Sorts Supplémentaires
		0				3AG - 4 3AG - 8 3AG - 8
		1				7777
		2				
		3				
		4				
		5				_ +++
		6				_
		7				
		8				_ +++
		9				

SORTS

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

ARCANE	SPELL FAILURE THRESHOLD
,	
1	_ 1
T. Control of the Con	% !
I .	/0
T. Control of the Con	

EMPATHIE SAUVAGE

WILD EMPATHY **BONUS**

Shaman Level

- 01111

CHASTISE SPIRITS

CHASTISE SPIRITS PER DAY

WILL SAVE

Utilisations aujourd'hui

= 3 + CHA

Spirit Shaman Level

=10 + CHA +

EXORCISM Spirit Shaman

Level

EXORCISM BONUS = CHA +

EXORCISM DC

Target's Hit Dice

Target's **CHA**

= 10 +

*	SPIRIT	T SHAMAN
Spirit Shama Level	in	
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 3 /day; Spirit who walks	Become fey, gain damage reduction 5 /cold iron
	DETDIE	VED SPELLS

	KETRIEVED SPELLS	
	O	
	1	
	2	
i	3	
	4	

4
 5
6
7 —
 8

9