

SPIRIT SHAMAN

Spirit Shaman Level
Livello incantatore

SPIRIT GUIDE

Spirit Guide Type

INCANTESIMI

Spells Retrieved per day	CD TS Incantesimi	Inc. al giorno	=	Inc. Base	+ Incantesimi Bonus
		0			SAG - 4 SAG - 8 SAG - 12
		1			<input type="checkbox"/> SAG - 4 <input type="checkbox"/> SAG - 8 <input type="checkbox"/> SAG - 12
		2			<input type="checkbox"/> SAG - 4 <input type="checkbox"/> SAG - 8 <input type="checkbox"/> SAG - 12
		3			<input type="checkbox"/> SAG - 4 <input type="checkbox"/> SAG - 8 <input type="checkbox"/> SAG - 12
		4			<input type="checkbox"/> SAG - 4 <input type="checkbox"/> SAG - 8 <input type="checkbox"/> SAG - 12
		5			<input type="checkbox"/> SAG - 4 <input type="checkbox"/> SAG - 8 <input type="checkbox"/> SAG - 12
		6			<input type="checkbox"/> SAG - 4 <input type="checkbox"/> SAG - 8 <input type="checkbox"/> SAG - 12
		7			<input type="checkbox"/> SAG - 4 <input type="checkbox"/> SAG - 8 <input type="checkbox"/> SAG - 12
		8			<input type="checkbox"/> SAG - 4 <input type="checkbox"/> SAG - 8 <input type="checkbox"/> SAG - 12
		9			<input type="checkbox"/> SAG - 4 <input type="checkbox"/> SAG - 8 <input type="checkbox"/> SAG - 12

CD TS Incantesimo = 10 + CAR + Liv. Incantesimo

SOGLIA DEL FALLIMENTO

DEGLI INCANTESIMI ARCANI

%

EMPATIA SELVAGGIA

WILD EMPATHY
BONUS

Spirit Shaman Level

= CAR +

CHASTISE SPIRITS

CHASTISE SPIRITS
PER DAY

Usi oggi

= 3 + CAR

☐
☐
☐
☐

WILL SAVE
DC

Spirit Shaman Level

= 10 + CAR +

EXORCISM

EXORCISM
BONUS

Spirit Shaman Level

= CAR +

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 possessing 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, receive 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

0

☐
☐

1

☐
☐
☐

2

☐
☐
☐

3

☐
☐
☐

4

☐
☐

5

☐
☐

6

☐
☐

7

☐
☐

8

☐
☐

9

☐
☐