

SPIRIT SHAMAN

Spirit Shaman Level
Zauberstufe

SPIRIT GUIDE

Spirit Guide Type

ZAUBER

| Spells Retrieved per day | Zauber Rettungs SG | Zauber pro Tag | = Grundzauber + Bonus Spells |
|--------------------------|--------------------|----------------|---|
| | 0 | | WE - 4 WE - 8 WE - 12 |
| | 1 | | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| | 2 | | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| | 3 | | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| | 4 | | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| | 5 | | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| | 6 | | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| | 7 | | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| | 8 | | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| | 9 | | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |

Zauber Rettungs SG = 10 + CH + Zaubergrad

ARKANE ZAUBERPATZER THRESHOLD

%

TIEREMPATHIE

WILD EMPATHY BONUS

Spirit Shaman Level

= CH +

CHASTISE SPIRITS

CHASTISE SPIRITS PER DAY

Heute eingesetzt

= 3 + CH

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WILL SAVE DC

Spirit Shaman Level

= 10 + CH +

EXORCISM

EXORCISM BONUS

Spirit Shaman Level

= CH +

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

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