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

Spirit	7
Shaman	1
Level	i
Nivel de	

		Lanzador	
	SPIRIT GUIDE		-
irit Guide Type			
	CONJUROS		

		,	
CD Salv de Conjuros		Conjuros al Día	= Conjuros + Conjuros Base + Adicionales
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	1		7777
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		CD Salv de Conjuros  0 1 2 3 4 5 6 7 8	0 1 2 3 4 5 6 6 7 8 8

CD Salv Conjuro = 10 + CAR + Nivel Conjuro

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## EMPATIA SALVAJE

WILD EMPATHY BONUS Spirit Shaman Level

- CAR.
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## CHASTISE SPIRITS

CHASTISE SPIRITS PER DAY

= 3 + CAR

Usos Hoy

SALV. VOL.

Spirit Shaman Level

1		
= 10	+ C/	\R +

## = 10 + CAR +

## EXORCISM

EXORCISM BONUS Spirit Shaman Level

= CAR +

EXORCISM

Target's Hit Dice

Target's **CHA** 

DC

= 10 + +

1	SPIRIT:	SHAMAN
Spirit Shar 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 2 /day	
16	☐ Weaken spirits	Swap <b>3d6</b> of chastise damage, weaken for <b>1 round</b>
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

RETRI	EVED SPELLS
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	2
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