	TOME OF SECRETS Sciamano				SPIRIT COMPANION	J			-
	SHAMAN Livello	COMPANION						CREA?	TURE TYPE
` .	SHAMAN	1							
Sciaman Livello	o Spiritual significance	12							
	Communicate with spirit honus	CONTROL SPIRIT							
1	See spirit	CONTROLLED CONTROLLED							Spirit's
2	□ Spirit companion	SPIRIT	Charis	ma	SPIRITS				Charism
<u> </u>		CAPACITY	Scor	е					
3	□ Talento bonus		=						
4	□ Summon spirit								
	·	-							
5	□ Control spirit								
6	□ Talento bonus	X			SPIRIT HEAL				
7	☐ Spiritual significance (self)	- CURARE AL GIORNO			Healing Today		SPIRI'		Sciamano Livello
		-							
8	□ Spirit heal +1		= CA	R + 2	2			d6	=
9	□ Talento bonus	7			SPIRIT WALK				
<u> </u>		TETHER	Ş	Sciaman		BRE/	AKING	10-min	
10	☐ Spirit walk +2	RANGE		Livello		RISK	k	increme	ents
11	☐ Spiritual significance (other)	m	g =		× 150 m /30 q		%	=	× 10 %
12	□ Talento bonus +3	- L m	q -		130 III / 30 q		/0		_ 10 /
12	Talento ponus				TALENTI BONUS				
13	☐ Spirit heal, mass	METAMAGIC I	FEATS]	ITEM CREATION FEATS	ОТ	THER FI	EATS	
14	☐ Tether spirit +4	☐ Bouncing S	pell	+1	☐ Awakened Arcane Bond		Alertne	ess	
14	· · · · · · · · · · · · · · · · · · ·	☐ Dazing Spe	II	+3	☐ Brew Fleshcrafting Poison		Anima	l Affinity	
15	□ Talento bonus	☐ Disruptive S		+1	☐ Brew Potion		Deceit	ful	
16	□ Control living spirit +5	☐ Ectoplasmic		+1	☐ Craft Construct		Endura		
45		☐ Elemental S			☐ Craft Magic Arms and Armo		Diehar	d	
17	□ Break spirit	☐ Empower S	-	+2	☐ Craft Rod ☐ Craft Staff		Fleet	Tarada a da	
18	□ Talento bonus	☐ Enlarge Spe ☐ Extend Spel		+1 +1	□ Craft Wand			Fortitude /ed Great	Eartituda
19	□ Talento bonus	☐ Focused Sp			☐ Craft Wondrous Item			dating Pro	
19	Laterito politis	☐ Heighten Sp			□ Forge Ring		Iron W	-	WC00
20	☐ Lasting spiritual significance	☐ Intensified			☐ Improved Arcane Bond			ed Iron W	/ill
	SEE SPIRIT	☐ Lingering S	pell	+1	☐ Scribe Scroll		Leader	ship	
CD 45	Knowledge (spirits) to add this bonus to next skill check	☐ Maximize S	pell	+3				ing Reflex	
_	TRIOWING (Spirits) to add this bonds to next skill check	□ Merciful Sp		+0					ing Reflexes
1140101	- CAD	□ Persistent S		+2			Persua		
	- CAR	□ Quicken Sp		+4				ufficient	
``	ABILITÀ	☐ Reach Spell☐ Selective Spell☐		+1				Penetration or Spell Pe	
CRAFT:	FOCUS	☐ Sickening S		+2			Greate	i Speli Fe	Helialion
DC 20	To give an item spiritual significance	□ Silent Spell		+1					
CD 15	To create a tether	☐ Still Spell +							
KNOWL	EDGE: SPIRITS	_ □ Thanatopic		+2					
CD 15	To gain the insight bonus from See Spirit	☐ Threatening	g Illusion	+1					
	M: RITUAL	— □ Threnodic S		+1					
	unicate with spirits	☐ Thundering		+2					
	To persuade an indifferent or unfriendly spirit	☐ Widen Spell		+3					
	to communicate, or a spirit associated with								
	a deity that is unfriendly to shamans								
	To persuade a hostile spirit to communicate								
DC 25	To persuade a spirit that is associated with a deity that is unfriendly to shamans to								
	communicate.								
To summ	on spirits								
DC 5	To summon any spirit								
DC 10	To summon an unembodied spirit of a								
CD 45	non-particular spell effect								
CD 15	To summon an unembodied spirit of a particular spell effect								
DC 20	To summon an unfriendly deceased spirit								
	To summon any type of spirit associated with								
	a deity unfriendly to shamans								
DC 30	To summon any type of spirit associated with								
Da aa	a deity hostile to shamans								
DC 30	To locate a spirit with a desired ability								

Spirit's Charisma

TOME OF SECRETS

To tether spirits DC 20 To break a tether