

SPIRIT SHAMAN

Spirit Shaman Level

Nivel de Lanzador

SPIRIT GUIDE

Spirit Guide Type

CONJUROS

Spells Retrieved per day	CD Salv de Conjuros	Conjuros al Día	= Conjuros Base	+ Conjuros Adicionales
		0		SAB - 4 SAB - 8 SAB - 12
		1		<input type="checkbox"/> SAB - 4 <input type="checkbox"/> SAB - 8 <input type="checkbox"/> SAB - 12
		2		<input type="checkbox"/> SAB - 4 <input type="checkbox"/> SAB - 8 <input type="checkbox"/> SAB - 12
		3		<input type="checkbox"/> SAB - 4 <input type="checkbox"/> SAB - 8 <input type="checkbox"/> SAB - 12
		4		<input type="checkbox"/> SAB - 4 <input type="checkbox"/> SAB - 8 <input type="checkbox"/> SAB - 12
		5		<input type="checkbox"/> SAB - 4 <input type="checkbox"/> SAB - 8 <input type="checkbox"/> SAB - 12
		6		<input type="checkbox"/> SAB - 4 <input type="checkbox"/> SAB - 8 <input type="checkbox"/> SAB - 12
		7		<input type="checkbox"/> SAB - 4 <input type="checkbox"/> SAB - 8 <input type="checkbox"/> SAB - 12
		8		<input type="checkbox"/> SAB - 4 <input type="checkbox"/> SAB - 8 <input type="checkbox"/> SAB - 12
		9		<input type="checkbox"/> SAB - 4 <input type="checkbox"/> SAB - 8 <input type="checkbox"/> SAB - 12

CD Salv de Conjuro = 10 + CAR + Nivel de Conjuro

UMBRAL DE FALLO DE THRESHOLD

%

EMPATIA SALVAJE

WILD EMPATHY BONUS

Spirit Shaman Level

= CAR +

CHASTISE SPIRITS

CHASTISE SPIRITS PER DAY

Usos Hoy

= 3 + CAR

SALV. VOL. CD

Spirit Shaman Level

= 10 + CAR +

EXORCISM

EXORCISM BONUS

Spirit Shaman Level

= CAR +

EXORCISM DC

Dados de Golpe del Objetivo

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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