

SPIRIT SHAMAN

Spirit Shaman Level

Conjurador Nível

SPIRIT GUIDE

Spirit Guide Type

MAGIAS

Spells Retrieved per day	Teste de Resistência CD	Magias por dia	= Base Magia	+ Bonus Spells
	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

Resistência a Magia CD = 10 + CAR + Nível da Magia

FALHA ALCANA LIMIAR

%

EMPATIA COM A NATUREZA

WILD EMPATHY BONUS

Spirit Shaman Level

= CAR +

CHASTISE SPIRITS

CHASTISE SPIRITS PER DAY

Hoje

= 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

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1	<input type="checkbox"/> Wild empathy	Influence an animal
2	<input type="checkbox"/> Chastise spirits	Harm spirits, 1d6 /level, within 9m
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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