

# SPIRIT SHAMAN

Livello  
Sciamano  
Spirito  
Livello  
Incantatore

## SPIRIT GUIDE

Spirit Guide Type

## INCANTESIMI

Spells Retrieved per day	CD TS Incantesimi	Incantesimi al giorno	Inc. Base	Incantesimi + Bonus
		0		SAG -4 SAG -8 SAG -12
		1		
		2		
		3		
		4		
		5		
		6		
		7		
		8		
		9		

CD Salvezza Inc. = 10 + CAR + Liv. Incantesimo

## SOGLIA FALLIMENTO THRESHOLD

%

## EMPATIA SELVAGGIA

### EMPATIA SELVAGGIA BONUS

Livello  
Sciamano  
Spirito

= CAR +

## CHASTISE SPIRITS

### CHASTISE SPIRITS PER DAY

= 3 + CAR

Usi giornalieri

☐☐☐  
☐☐☐  
☐☐☐

### TS VOLONTÀ CD

Livello  
Sciamano  
Spirito

= 10 + CAR +

## EXORCISM

### ESORCISMO BONUS

Livello  
Sciamano  
Spirito

= CAR +

### ESORCISMO CD

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 / livello, entro 30ft
3	<input type="checkbox"/> Detect spirits	Sense nearby spirits at will
4	<input type="checkbox"/> Benedizione degli spiriti	Protect self against spirits, casting time 10min
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 10min / livello
9	<input type="checkbox"/> Spirit form 1/gg	Diventa incorporeo per 1 min
10	<input type="checkbox"/> Guide magic	Let guide concentrate on spell
11	<input type="checkbox"/> Recall spirit	Restore life to -1 pf, within 1 round 1 round of death
13	<input type="checkbox"/> Exorcism	Expel possessing spirit
15	<input type="checkbox"/> Spirit form 2/gg	
16	<input type="checkbox"/> Weaken spirits	Swap 3d6 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/gg; Spirit who walks	Become fey, gain damage reduction 5 /cold iron

## RETRIEVED SPELLS

0

☐☐☐  
☐☐☐

1

☐☐☐  
☐☐☐  
☐☐☐

2

☐☐☐  
☐☐☐  
☐☐☐

3

☐☐☐  
☐☐☐  
☐☐☐

4

☐☐☐  
☐☐☐

5

☐☐☐  
☐☐☐

6

☐☐☐  
☐☐☐

7

☐☐☐  
☐☐☐

8

☐☐☐  
☐☐☐

9

☐☐☐  
☐☐☐