SHAMAN

Caster Level

SPIRIT

SPIRIT MAGIC

1 6
2 7
3 8
4 9
5

Spirit ability

Level 8 Greater spirit ability

Level 16 True spirit ability

Level 20 Manifestation

SPIRIT ANIMAL

Level 3 Deliver touch spells through your spirit animal.

SPELLS

Spell Save DC		Spells per day	=	Basis Spreuken	+	Bonus Spells (WIS / WIS - 4 / WIS - 8 / WIS - 12)
	0					
	1	+1		+1		
	2	+1		+1		
	3	+1		+1		
	4	+1		+1		
	5	+1		+1		
	6	+1		+1		
	7	+1		+1		
	8	+1		+1		
	9	+1		+1		

Spell Save DC = 10 + WIS + Spell Level

WANDERING SPIRIT

Level 4 Spirit ability

12 Greater spirit ability

20 True spirit ability

Level 6 Wandering hex

14 Second wandering hex

PREPARED SPELLS

0

1
Spirit Magic +1

2
Spirit Magic +1

3
Spirit Magic +1

4
Spirit Magic +1

5
Spirit Magic +1

6
Spirit Magic +1

7
Spirit Magic +1

8

9
Spirit Magic +1

KNOWN HEXES