

SHAMAN

Caster
Level

SPIRIT

SPIRIT MAGIC	1	6
	2	7
	3	8
	4	9
	5	

Spirit ability

Level Greater spirit ability
8

Level True spirit ability
16

Level Manifestation
20

SPIRIT ANIMAL

Level
3 Deliver touch spells through your spirit animal.

SPELLS

Spell Save DC	Spells per day	=	Base Spells	+	Bonus Spells
0					WIS - 12
1	+1		+1		WIS - 8
2	+1		+1		WIS - 4
3	+1		+1		WIS
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 Spirit ability

4

Greater spirit ability

12

True spirit ability

20

Level Wandering hex

6

PREPARED SPELLS

0

□ □ □

Spirit Magic +1

□ □ □

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

□ □ □

□ □ □

□ □ □

□ □ □

□ □ □

8

□ □ □

□ □ □

□ □ □

□ □ □

□ □ □

Spirit Magic +1

□ □ □

□ □ □

9

□ □ □

□ □ □

KNOWN HEXES