	SHA	MANE	Zaul	oer- tufe	VORBEREITETE ZAUBER				
×		SPIRI'		<u> </u>			0		
						Spirit Magic +1			
, 1				6		opint magic +1			
SPIRIT MAGIC				7			1		
¥ 3				8			-		
IN 4				9		Spirit Magic +1			
5						opine magic +1			
Spirit ability							2		
Stufe Greater spirit ability							-		
Stufe True spirit ability						Spirit Magic +1			
16	rue spirit abiii	ity				opint magic +1	3		
	lanifestation								
20									
Stufe	S.	PIRIT AN	IMAL	ж (Spirit Magic +1			
3 Deliver touch spells through your spirit animal.						opine magic +1	4		
ZAUBER									
RW geg Zaube	jen er	Zauber pro Tag	= Grund- zauber	+ Bonus- Zauber					
	0			WE - 4 WE - 8 WE - 8		Spirit Magic +1			
	1	+1	+1	$\geqslant \geqslant \geqslant \geqslant$		opint magic +1			
	2	+1	+1				5	-	
	3	+ 1	+1						
	4	+ 1	+1			Spirit Magic +1			
	5	+1	+1			Spirit Magic +1	6		
	6	+ 1	+1						
	7	+ 1	+1						
	8	+ 1	+ 1			Spirit Magic +1	7		
	9	+ 1	+ 1			opint magic +1			
Zauberrettungs SG = 10 + WE + Zaubergrad							-		
WANDERING SPIRIT Stufe Spirit ability							8		
4	int ability					Spirit Magic +1	0		
12 Gr	eater spirit ab	oility				• • • • • • • • • • • • • • • • • • •			
True spirit ability							9		
						Spirit Magic +1	ソ		
Stufe Wandering hex 6									
Second wandering hex							-		
14						E FLÜCHE			
					DERANNI	E FLOCIIE			*