

Caster
Level

PREPARED SPELLS

O

1	6
2	7
3	8
4	9
5	

Spirit ability

Level	Greater spirit ability
8	

Level	True spirit ability
16	

Level	Manifestation
20	

Level 3 Deliver touch spells through your spirit animal.

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

Level	Spirit ability
4	

Greater spirit ability

True spirit ability

Level	Wandering hex
6	

14 Second wandering hex

14

Spirit Magic +1

1111

1

Spirit Magic +1

10/10

2

Spirit Magic +1

111

3

Spirit Magic +1

111

4

Spirit Magic + 1

111

5

Spirit Magic +1

111

6

Spirit Magic +1

7

8

Spirit Magic +1

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9

Spirit Magic + 1

111

KNOWN HEXES

[illegible]