SHAMAN
(DRUID)

Shaman Level

SHAMAN

Druid Level		
1	☐	**Nature Sense** +2 to Knowledge (nature) and Survival **Wild Empathy** Improve the attitude of an animal
2	☐	**Woodland Stride** Move through undergrowth at normal speed and taking no damage **Totem Transformation** Adopt an aspect of your totem creature
3	☐	**Trackless Step** Leave no trail, unless deliberately
4	☐	**Resist Nature's Lure** +4 to saves against the fey and plants **Wild Shape** Become any small or medium animal
5	☐	**Totemic Summons** Summon your totem creature as a standard action, with extra temporary hit points
9	☐	**Venom Immunity** Immune to all poisons
15	☐	**Timeless Body** No longer age, cannot be magically aged

SPELLS

Spell Save DC		Spells per day	=	Base Spells	+	Bonus Spells WIS	WIS - 4	WIS - 8	WIS - 12
	0								
	1					☐	☐	☐	☐
	2					☐	☐	☐	☐
	3					☐	☐	☐	☐
	4					☐	☐	☐	☐
	5					☐	☐	☐	
	6					☐	☐	☐	
	7					☐	☐	☐	
	8					☐	☐	☐	
	9					☐	☐		

Spell Save DC = 10 + WIS + Spell Level

Concentration ☐ = WIS + Caster Level

NATURE BOND

☒ ANIMAL COMPANION ☐ DOMAIN

Animal Companion's Name

Creature Type

WILD EMPATHY

WILD EMPATHY BONUS ☐ = CHA + Druid Level + Misc

+4 when using Wild Empathy with your totem creature

WILD SHAPE

Times per day ☐

Times Today ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

Level +2 to wild shape into your totem creature, -2 otherwise

PREPARED SPELLS

0		
1	☐☐☐	☐☐☐
	☐☐☐	☐☐☐
	☐☐☐	☐☐☐
	☐☐☐	☐☐☐
	☐☐☐	☐☐☐
2	☐☐☐	☐☐☐
	☐☐☐	☐☐☐
	☐☐☐	☐☐☐
	☐☐☐	☐☐☐
	☐☐☐	☐☐☐
3	☐☐☐	☐☐☐
	☐☐☐	☐☐☐
	☐☐☐	☐☐☐
	☐☐☐	☐☐☐
4	☐☐☐	☐☐☐
	☐☐☐	☐☐☐
	☐☐☐	☐☐☐
	☐☐☐	☐☐☐
5	☐☐☐	☐☐☐
	☐☐☐	☐☐☐
	☐☐☐	☐☐☐
	☐☐☐	☐☐☐
6	☐☐☐	☐☐☐
	☐☐☐	☐☐☐
	☐☐☐	☐☐☐
	☐☐☐	☐☐☐
7	☐☐☐	☐☐☐
	☐☐☐	☐☐☐
	☐☐☐	☐☐☐
	☐☐☐	☐☐☐
8	☐☐☐	☐☐☐
	☐☐☐	☐☐☐
	☐☐☐	☐☐☐
9	☐☐☐	☐☐☐
	☐☐☐	☐☐☐
	☐☐☐	☐☐☐

SCROLLS

POTIONS