					PREPARED SPELLS					
		TTA	B/CABT	;;						
	3			aman Level			o			
X.		(21	SHAMAN	x (
Druid		Natuur Zintuig								
Level 1			+2 op Kennis (natuur) en Overleven Wild Empathy							
		Improve the attitude of an animal				1				
2		Woodland Stride Move through undergrowth at normal speed								
		and ta	aking no damage n Transformation	·						
		Adopt an aspect of your		otem creature						
3	Trackless Step Leave no trail, unless del			toly						
-			Nature's Lure				2			
4		+4 to saves against the fey and plants Wilde Vorm								
'			ord eender welk klein of medium creatuur							
_		Totemic Summons								
5			Summon your totem creature as a standard action, with extra temporary hit points				3			
9			n Immunity ne to all poisons	00						
1-1-			ess Body							
15			nger age, cannot be mag	ically aged						
`*			SPELLS	*			4			
Spell Save D			Spells = Basis per day = Spreuker	+Bonusspreuken						
04.00		0	per uny oproune.	WIS - 4 WIS - 8 WIS - 12						
		1								
		2					5			
		3								
		4								
		5								
		6					6			
		7								
		8								
		9								
Spell Sa	ve DC	= 10 + W	/IS + Spell Level	_			 			
Concentr	ation		= WIS +	Caster						
Concenti	ation			Level						
M	CDIEI		ATURE BOND	*			8			
★ HUISDIER □ DOMAIN Animal Companion's Name										
Creature T	vpe						9			
	71									
` .		WI	LD EMPATHY	*	*	SCROLLS	") ×	POTIONS	# (
WILDE E	EMPA	THIE	Druid Level	Misc						
BONUS		- c		MISC						
+4 when u	sing W		athy with your totem cre							
	Tie		VILD SHAPE	oday						
Times per day Times Today Times Today Times Today Times Today Times Today										
Level +2 to	o wild s	snape int	το your totem creature, -	2 otherwise						