	PREPARED SPELLS		
OTTABLE AND A ST.	-	-	
SHAMAN Shaman (DRUID)		0	-
SHAMAN		-	
Druid Nature Sense			
Level +2 to Knowledge (nature) and Survival 1 Wild Empathy		-	
Improve the attitude of an animal		1	
Woodland Stride 2 □ Move through undergrowth at normal speed		•	
and taking no damage		-	
Totem Transformation Adopt an aspect of your totem creature			
3		-	
Leave no trail, unless deliberately		2	
Resist Nature's Lure +4 to saves against the fey and plants		-	
4		-	
Become any small or medium animal Totemic Summons			
5 🗆 Summon your totem creature as a standard		-	
action, with extra temporary hit points Venom Immunity		3	
9		-	
15			
No longer age, callifor be magically aged		-	
SPELLS		4	
Spell Save DC Spells = Base Spells + Bonus Spells Spells		-	
O NIW			
1			
2		- 5	
3		-	
4 0000			
5		-	
6		- 6	
7		-	
8			
9		_	
Spell Save DC = 10 + WIS + Spell Level		7	
Caster		-	
Concentration = W1S + Level			
NATURE BOND		8	
□ ANIMAL COMPANION X DOMAIN		-	
Granted Power Granted Power		9	
lel		- 1	
Level	SCROLLS	7)	POTIONS
Uses DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD			
WILD EMPATHY			
WILD EMPATHY BONUS Druid Level Misc			
= CHA + +			
+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			