						PREPARED SPELLS					
				,							
	2	SHAMA (DRUID)		man .evel			0				
×		SHA	MAN	,							
Druid Level		Natuur Zintui	g								
1		+2 op Kennis Wild Empathy	Kennis (natuur) en Overleven Empathy								
		Improve the attitude of an animal					1				
2		Woodland Stride Move through undergrowth at normal speed									
			and taking no damage Totem Transformation								
		Adopt an aspect of your totem creatu		creature							
3			Trackless Step Leave no trail, unless deliberately								
-		Resist Nature's Lure					2				
4		+4 to saves against the fey and plants Wilde Vorm Word eender welk klein of medium creatuur									
'											
		Totemic Summons									
5		Summon your totem creature as a standard action, with extra temporary hit points Venom Immunity					3				
9											
-		Immune to all	•								
15		No longer age	y e, cannot be magio	cally aged							
		SPF	ELLS	7			4				
Spell		Spell		Bonusspreuken							
Save D	C	per d	ay Spreuken	8 -							
		0		WIS							
		1		7777			5				
		2									
		3									
		4									
		5					6				
		6									
		7									
		8									
		9					7				
Spell Sa	ve DC	= 10 + WIS + Spe	ell Level								
Concentr	ation		= WIS +	Caster Level							
×		NATUR	E BOND	, (8				
□ HUIS	SDIEI		★ DOMAIN								
Granted P	ower			Granted Power							
							9				
Level				Level		SCROLLS			POTIONS	, r	
DC				DC		3CROLLS			10110N3		
Us				Uses							
per	r day	WILD EI	MPATHY	per day							
WILDE E	EMPA			14.							
BONUS		CITA	Druid Level	Misc							
		= CHA									
+4 when u	sing W	. ,	h your totem crea								
X			SHAPE	<i>*</i> (
	Tir	nes per day	Times To □□□								
Level +2 to	wild:	shape into your t	totem creature, -2	otherwise							