				PREPARED SPELLS					*
		SHAMAN Sha	man T						
			Leve			0			
*		SHAMAN	*						
Druid Level		Nature Sense	Purvival						
1		+2 to Knowledge (Nature) and Survival Wild Empathy Improve the attitude of an animal Woodland Stride Move through undergrowth at normal speed and taking no damage Totem Transformation							
						1			
2									
		Adopt an aspect of your totem	creature						
3		Trackless Step Leave no trail, unless deliberate	oly						
		Resist Nature's Lure				2			
4		+4 to saves against the fey and plants							
		Wild Shape Become any small or medium a	nimal						
5		Totemic Summons Summon your totem creature as a standard action, with extra temporary hit points							
						3			
9		Venom Immunity							
-		Immune to all poisons Timeless Body							
15		No longer age, cannot be magic	cally aged						
		SPELLS	-			4			
Spell		Spells = Base	Bonus Spells						
Save D		per day Spells							
		0	N N N N N N N N N N N N N N N N N N N						
		1				5			
		2							
		3							
		5							
		6				6			
		8							
		9							
Spoll So	WO DC	= 10 + WIS + Spell Level				 			
- Эрен За	IVE DC		Caster						
Concentr	ration	= WIS +	Level						
*		NATURE BOND	*			8			
□ ANIMAL COMPANION 🗶 DOMAIN									
Granted Power Granted Power					9				
			<u>a</u>			🤊			
Level			Leve	X	SCROLLS	*	X	POTIONS	*
DC			DC						
	ses r day		Uses per day						
		WILD EMPATHY	-						
WILD EI BONUS	MPAT	HY Druid Level	Misc						
POMOS		= CHA + +							
.4. 1	_1								
+4 when u	ising W	ild Empathy with your totem crea							
	Tir	WILD SHAPE nes per day Times To	day						
	L.								
Level +2 to	o wild :	shape into your totem creature, -2	otherwise						