				PREPARED SPELLS					*
	5	SHAMAN Shar	man [0			
		(DRUID)	eve						
Druid		SHAMAN	#						
Level		Nature Sense +2 to Knowledge (Nature) and S	urvival						
1		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 of	reature						
3		Trackless Step Leave no trail, unless deliberate	lv						
		Resist Nature's Lure				2			
4		+4 to saves against the fey and plants Wild Shape Become any small or medium animal							
_		Totemic Summons							
5		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	ally aged						
		SPELLS				4			
Spell		Spells Base .	Bonus Spells						
Save D	C	per day Spells	8 - 12						
		0	WIS WIS WIS						
		1				5			
		2	0000						
		3							
		4							
		5	000			6			
		6	000						
		7	000						
		8	444						
		9				7	,		
Spell Sa	ve DC	= 10 + WIS + Spell Level							
Concentration = WIS + Caster									
-			Level						
	DEAT (NATURE BOND COMPANION M DOMAIN	*			8			
□ ANII	VIAL (LOMPANION & DOMAIN							
Granted Power Granted Power					9				
Level			Level						
				×	SCROLLS		`*	POTIONS	*
DC			DQ						
	ses r day		Uses per day						
		WILD EMPATHY							
WILD EN BONUS	MPAT	'HY Druid Level	Misc						
		= CHA + +							
± 4b	oin ~ 14								
+4 when u	ising W	ild Empathy with your totem creat WILD SHAPE							
	Tie	nes per day Times Too	day.						
	Tir	iles per uay Times 100	aay 						
Level +2 to	o wild s	shape into your totem creature, -2	otherwise						