				PREPARED SPELLS					
CHARAAN									
	2	SHAMAN SI (DRUID)	naman Level			o			
``		SHAMAN							
Druid		Natuur Zintuig							
Level		+2 op Kennis (natuur) en Ove Wild Empathy	rleven						
		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 toter	an aspect of your totem creature						
3		Trackless Step							
		Leave no trail, unless deliberately Resist Nature's Lure				2			
,		+4 to saves against the fey and plants Wilde Vorm Word eender welk klein of medium creatuur							
4									
		Totemic Summons							
5		Summon your totem creature action, with extra temporary							
		Venom Immunity	int points			3			
9		Immune to all poisons							
15		Timeless Body No longer age, cannot be made	gically aged						
Spell		SPELLS Spells Basis	Bonusspreuken			— 4			
Save D		per day Spreuke	Bonusspreuken						
		0	WIS -						
		1	_						
		2	_			5			
		3	_						
		4	_						
		5	_			6			
		6	_			0			
		7	_						
		8	_						
		9				7			
Spell Sa	ve DC	= 10 + WIS + Spell Level							
Concentr	ation	= wis +	Caster						
		NATURE BOND	Level						
	□ HUISDIER					8			
	ODILI	DOMAII	•						
0 11 10			0 1 10						
Granted P			Granted Power			9			
Level			Level						
				×	SCROLLS		*	POTIONS	*
- Us	es		Uses						
	r day		per day						
WILDE B	MDA	WILD EMPATHY	*						
BONUS	2141£ H	Druid Level	Misc						
		= CHA +	+						
+4 when u	sing W	ild Empathy with your totem cre	eature						
*		WILD SHAPE	*						
	Tir	mes per day Times							
Level +2 to	wild:	shape into your totem creature,							