					PREPARED SPELLS					
		TTA	TATANT	7						
	2			aman Level			O			
,		(21	SHAMAN	# (
Druid		Nature Sense								
Level 1			Knowledge (nature) and Empathy	Survival						
		Improve the attitude of an animal				1				
2		Woodland Stride Move through undergrowth at normal speed								
		and ta	taking no damage em Transformation opt an aspect of your totem creature							
3	Trackless Step			inless deliherately						
-		Leave no trail, unless deliberately Resist Nature's Lure					2			
4		+4 to saves against the fey and plants Wild Shape Become any small or medium animal								
'										
_		Totemic Summons Summon your totem creature as a standard								
5		action, with extra temporary hit points					3			
9			enom Immunity nmune to all poisons							
<u> </u>			ess Body							
15			nger age, cannot be mag	ically aged						
			SPELLS				4			
Spell			Spells = Base	+ Bonus Spells						
Save D	C	0	per day Spells	5 - 4						
		0		WIS						
		1					5			
		2								
		3								
		4								
		5					6			
		6		-						
		7								
		8								
0 11 0		9		-			— 7			
Spell Sa	Spell Save DC = 10 + WIS + Spell Level									
Concentr	ation		= WIS +	Caster Level						
``		N/	ATURE BOND	<u>, </u>			8			
			NION DOMAIN	ī						
Animal Companion's Name										
Creature Type						9				
						SCROLLS			POTIONS	<u> </u>
`*			LD EMPATHY	x		JCROLLD			10110110	
WILD EN BONUS	MPAT	HY	Druid Level	Misc						
		= 0	CHA +	+						
+4 when III	sina W		athy with your totem crea							
``	.9 .1		VILD SHAPE	# (
	Tir	nes per d	day Times T							
Level +2 to	hliw c	shane in	to your totem creature, -							
			, stom ordano,							