					PREPARED SPELLS					
		TTA	B/C A B T							
	3		MAN RUID)	Shaman Leve			<b>—</b> 0			
,		(21	SHAMAN	*						
Druid		Nature Sense								
Level 1			Knowledge (Nature Empathy	) and Survival						
		Improve the attitude of an animal				<sub>1</sub>				
2		<b>Woodland Stride</b> Move through undergrowth at normal speed								
		and ta	nd taking no damage otem Transformation dopt an aspect of your totem creature							
3	3 Trackless		ess Step no trail, unless deliberately							
-			t Nature's Lure	iberatery			2			
4		+4 to saves against the fey and plants Wild Shape								
'			<b>snape</b> ne any small or med	dium animal						
_		Totemic Summons Summon your totem creature as a standard								
5			action, with extra temporary hit points  Venom Immunity Immune to all poisons				3			
9										
			ess Body							
15			nger age, cannot be	magically aged						
7			SPELLS	,			4			
Spell			Spells = Ba	ase + Bonus Spells						
Save D		0	per day Sp	ells + 8 - 7						
		0		WIS						
		1					5			
		2								
		3								
		4								
		5					6			
		6								
		7								
		8								
0 11 0		9					<b>— 7</b>			
Spell Sa	ve DC	= 10 + W	/IS + Spell Level							
Concentr	ation		= WIS	◆ Caster Level						
		N.	ATURE BONI				8			
	<b>★</b> ANIMAL COMPANION □ DOMAIN									
Animal Companion's Name										
Creature T	Creature Type						9			
						SCROLLS			POTIONS	, , , , , , , , , , , , , , , , , , ,
*			LD EMPATH	Y		56110225			10110110	
WILD EN BONUS	MPAT	HY	Druid Le	evel Misc						
		= C	HA +	+						
+4 when u	sing W	l ild Empa	athy with your toten	 n creature						
×			VILD SHAPE	*						
	Tir	nes per o	day Tin	nes Today						
Level +2 to	wild :	shape in	to your totem create							
		1	,							