					PREPARED SPELLS					
		TTA	TATANT	Ţ <u>;</u>						
	2		MAN Sh RUID)	aman Leve			0			
X.		(21	SHAMAN	# (						
Druid		Nature Sense								
Level 1			Knowledge (Nature) and Empathy	Survival						
		Improve the attitude of an animal				1				
2		<b>Woodland Stride</b> Move through undergrowth at normal speed								
		and taking no damage  Totem Transformation		·						
		Adopt an aspect of your totem creature								
3		Trackless Step Leave no trail, unless deliberately		toly						
-			t Nature's Lure	tery			2			
4		+4 to saves against the fey and plants Wild Shape								
'			Shape ne any small or medium	animal						
_		Totemic Summons								
5			Summon your totem creature as a standard action, with extra temporary hit points				3			
9			n Immunity ne to all poisons							
<u> </u>			ess Body							
15			nger age, cannot be mag	ically aged						
7			SPELLS				4			
Spell			Spells = Base	+ Bonus Spells						
Save D		0	per day Spells	5 - 4						
		0		WIS						
		1					5			
		2								
		3								
		4								
		5					6			
		6		- 777						
		7								
		8								
		9		-			<b>—</b> 7			
Spell Sa	ve DC	= 10 + W	/IS + Spell Level							
Concentr	ation		= WIS +	Caster Level						
×		N/	ATURE BOND	*			8			
× ANII	★ ANIMAL COMPANION □ DOMAIN									
Animal Companion's Name										
Creature Type						9				
						SCROLLS			POTIONS	<b>*</b>
``			LD EMPATHY	<i>x</i> (		SCROLLS			10110113	
WILD EN BONUS	MPAT	HY	Druid Level	Misc						
		= 0		+						
+4 when II	sina W		athy with your totem cre							
i mich d	y **		VILD SHAPE	ature						
	Tir	nes per d	day Times T	oday						
evel +2 +4	o wild	shane in	to your totem creature, -							
201011210	o milu i	upc IIII	to your totalli oreature,	2 Julie Wide						