					PREPARED SPELLS					
		TTA	TATANT	;;						
	2		MAN Sh RUID)	aman Leve			0			
,		(21	SHAMAN	# (
Druid		Nature Sense								
Level 1			+2 to Knowledge (Nature) and Survival Wild Empathy							
		Improve the attitude of an animal				1				
2		Woodland Stride Move through undergrowth at normal speed								
		and taking no damage Totem Transformation								
			t an aspect of your totem creature							
3		Trackless Step Leave no trail, unless deliberate		toly						
\vdash			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 Summon your totem creature as a standard								
5			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		M N N N N N N N N N N N N N N N N N N N						
		1					5			
		2								
		3								
		4								
		5					6			
		6		-						
		7								
		8		- 11						
0 11 0		9		-			— 7			
Spell Sa	ve DC	= 10 + W	/IS + Spell Level							
Concentr	ation		= WIS +	Caster Level						
		N/	ATURE BOND	*			8			
			NION DOMAIN	Ī						
Animal Co	mpani	on's Nam	ne							
Creature T	Creature Type						9			
						SCROLLS			POTIONS	
*			LD EMPATHY	Ĭ.		301101113			10110110	
WILD EN BONUS	MPAT	'HY	Druid Level	Misc						
		= C	HA +	+						
+4 when u	sing W	ild Empa	athy with your totem cre	ature						
×			VILD SHAPE							
	Tir	nes per o	day Times T							
Level +2 to	wild:	shape int	to your totem creature, -							
		P >	,							