			PREPARED SPELLS								
	2	CHAMAN Sham. (DRUID)	1 1				0				
×		SHAMAN									
Druid		Nature Sense									
Level <b>1</b>		+2 to Knowledge (nature) and Sur Wild Empathy	rvival								
		Improve the attitude of an animal					- 1				
2		<b>Woodland Stride</b> Move through undergrowth at normal speed									
		and taking no damage	iliai speeu								
		Totem Transformation  Adopt an aspect of your totem cre	eature								
3		Trackless Step									
		Leave no trail, unless deliberately	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	IIIdi								
5		Summon your totem creature as a action, with extra temporary hit p					3				
		Venom Immunity	- Contro				3				
9		Immune to all poisons									
15		Timeless Body No longer age, cannot be magical	lly aged								
		SPELLS					4				
Spell			Bonus Spells				4				
Save D		per day = Spells +	12								
		0	W W S S S S S S S S S S S S S S S S S S								
		1	7777				5				
		2	<b></b>				)				
		3	<b>+</b> + + +								
		4									
		5	<b></b>				6				
		6	<b></b>				•				
		7	<b></b>								
		8	000								
		9					7				
Spell Sa	ve DC	= 10 + WIS + Spell Level					4				
Concentr	ation	= WIS +	Caster Level								
7		NATURE BOND	Level								
	VIAL (	COMPANION X DOMAIN					8				
Granted P	OWER	0-	ranted Power								
							9				
Level			Level								
			20	×	SCROLLS	*		*	POTIC	ONS	#
Us	es		Uses								
pe	r day		er day								
WILD EN	MPAT	WILD EMPATHY	×								
BONUS		Druid Level	Misc								
		= CHA + +									
+4 when u	sing W	ild Empathy with your totem creatu	re								
×		WILD SHAPE	<b>,</b>								
	Tir	nes per day Times Toda	ау								
Level +2 to	o wild :	shape into your totem creature, -2 o									