				PREPARED SPELLS					
		TT A D Ø A D T							
	2		aman Leve			0			
,		SHAMAN							
Druid		Nature Sense							
Level		+2 to Knowledge (Nature) and Wild Empathy	Survival						
		Improve the attitude of an animal				1			
2		Woodland Stride Move through undergrowth at normal speed and taking no damage							
		Totem Transformation Adopt an aspect of your totem	creature						
		Trackless Step							
3		Leave no trail, unless deliberately				2			
		Resist Nature's Lure +4 to saves against the fey and plants Wild Shape							
4									
		Become any small or medium animal Totemic Summons							
5		Summon your totem creature as a standard action, with extra temporary hit points Venom Immunity							
						3			
9		Immune to all poisons							
15		Timeless Body No longer age, cannot be magi	oally agod						
			carry ageu						
0 11		SPELLS	# C			 4			
Spell Save D		Spells = Base per day = Spells	+ Bonus Spells						
		0	WIS - SIW						
		1	7777						
		2				5			
		3							
		4							
		5							
		6				6			
		7							
		8							
		9							
Spell Sa	ve DC	= 10 + WIS + Spell Level				7			
Caster									
Concentr	ation	= WIS +	Level						
NATURE BOND					8				
□ ANII	MAL (COMPANION X DOMAIN							
Granted P	ower		Granted Power			9			
			le l						
Level			Level	×	SCROLLS	*	×	POTIONS	*
OG			DC						
Us per	es r day		Uses per day						
		WILD EMPATHY	,						
WILD EN BONUS	MPAT	T HY Druid Level	Misc						
		1	+						
+4 whon	eina M	/ild Empathy with your totem crea							
T4 WHEH U	only W	WILD SHAPE	nture						
	Tiv	mes per day Times To							
	- 111								
	., .								
Level +2 to	wild :	shape into your totem creature, -:	z otnerwise						