

Shaman
Level

Druid Level 1	<input type="checkbox"/>	Nature Sense +2 to Knowledge (nature) and Survival Wild Empathy Improve the attitude of an animal
2	<input type="checkbox"/>	Woodland Stride Move through undergrowth at normal speed and taking no damage Totem Transformation Adopt an aspect of your totem creature
3	<input type="checkbox"/>	Trackless Step Leave no trail, unless deliberately
4	<input type="checkbox"/>	Resist Nature's Lure +4 to saves against the fey and plants Wild Shape Become any small or medium animal
5	<input type="checkbox"/>	Totemic Summons Summon your totem creature as a standard action, with extra temporary hit points
9	<input type="checkbox"/>	Venom Immunity Immune to all poisons
15	<input type="checkbox"/>	Timeless Body No longer age, cannot be magically aged

Spell Save DC		Spells per day	=	Base Spells	+	Bonus Spells
	0					WIS -4
	1					WIS -8
	2					WIS -12
	3					
	4					
	5					
	6					
	7					
	8					
	9					

Concentration = **WIS** + Caster Level

☒ ANIMAL COMPANION ☐ DOMAIN

Creature Type

**WILD EMPATHY
BONUS**

Druid Level

Misc

$$\boxed{} = \text{CHA} + + $$

+4 when using Wild Empathy with your totem creature

Times per day

Times Today

Level +2 to wild shape into your totem creature, -2 otherwise

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SCROLLS

POTIONS