SHAMAN
(DRUID)

Shaman Level

SHAMAN

Druid Level		
1	☐	**Nature Sense** +2 to Knowledge (nature) and Survival **Wild Empathy** Improve the attitude of an animal
2	☐	**Woodland Stride** 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
4	☐	**Resist Nature's Lure** +4 to saves against the fey and plants **Wild Shape** Become any small or medium animal
5	☐	**Totemic Summons** Summon your totem creature as a standard action, with extra temporary hit points
9	☐	**Venom Immunity** Immune to all poisons
15	☐	**Timeless Body** No longer age, cannot be magically aged

SPELLS

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

Spell Save DC = 10 + WIS + Spell Level

Concentration ☐ = WIS + _____ Caster Level

NATURE BOND

✘ ANIMAL COMPANION ☐ DOMAIN

Animal Companion's Name

Creature Type

WILD EMPATHY

WILD EMPATHY BONUS ☐ = CHA + _____ Druid Level + _____ Misc

+4 when using Wild Empathy with your totem creature

WILD SHAPE

Times per day ☐ Times Today ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

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

PREPARED SPELLS

		0	
☐☐☐	☐☐☐	1	☐☐☐
☐☐☐	☐☐☐		☐☐☐
☐☐☐	☐☐☐		☐☐☐
☐☐☐	☐☐☐		☐☐☐
☐☐☐	☐☐☐		☐☐☐
☐☐☐	☐☐☐	2	☐☐☐
☐☐☐	☐☐☐		☐☐☐
☐☐☐	☐☐☐		☐☐☐
☐☐☐	☐☐☐		☐☐☐
☐☐☐	☐☐☐	3	☐☐☐
☐☐☐	☐☐☐		☐☐☐
☐☐☐	☐☐☐		☐☐☐
☐☐☐	☐☐☐		☐☐☐
☐☐☐	☐☐☐	4	☐☐☐
☐☐☐	☐☐☐		☐☐☐
☐☐☐	☐☐☐		☐☐☐
☐☐☐	☐☐☐		☐☐☐
☐☐☐	☐☐☐	5	☐☐☐
☐☐☐	☐☐☐		☐☐☐
☐☐☐	☐☐☐		☐☐☐
☐☐☐	☐☐☐		☐☐☐
☐☐☐	☐☐☐	6	☐☐☐
☐☐☐	☐☐☐		☐☐☐
☐☐☐	☐☐☐		☐☐☐
☐☐☐	☐☐☐		☐☐☐
☐☐☐	☐☐☐	7	☐☐☐
☐☐☐	☐☐☐		☐☐☐
☐☐☐	☐☐☐		☐☐☐
☐☐☐	☐☐☐		☐☐☐
☐☐☐	☐☐☐	8	☐☐☐
☐☐☐	☐☐☐		☐☐☐
☐☐☐	☐☐☐		☐☐☐
☐☐☐	☐☐☐	9	☐☐☐
☐☐☐	☐☐☐		☐☐☐
☐☐☐	☐☐☐		☐☐☐

SCROLLS

POTIONS