SHAMAN
(DRUID)

Shaman Level

SHAMAN

Druid Level		
1	☐	**Senso da Natureza** +2 em Conhecimento (natureza) e em Sobrevivência **Empatia com a Natureza** Melhora a Atitude de um 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 **Forma Selvagem** Torna-se qualquer animal médio ou pequeno
5	☐	**Totemic Summons** Summon your totem creature as a standard action, with extra temporary hit points
9	☐	**Venom Immunity** Immune to all poisons
15	☐	**Corpo Atemporal** Não envelhece, ignora magias de envelhecimento

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

EMPATIA COM A NATUREZA

EMPATIA COM A NATUREZA BÔNUS ☐ = CAR + 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