				PREPARED SPELLS					
		TT A B # A B T							
	2		aman Level			o			
K		SHAMAN							
Druid		Nature Sense							
Level 1		+2 to Knowledge (nature) and a 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									
\vdash		Secome any small or medium animal Fotemic Summons							
5		Summon your totem creature a action, with extra temporary hi							
		Venom Immunity	it points			3			
9		Immune to all poisons							
15		Timeless Body No longer age, cannot be magi	cally aged						
<u></u>			carry aged						
Cnoll		SPELLS Spells Base	Ponus Cholle			 4			
Spell Save D		Spells = Base per day = Spells	+ Bonus Spells						
		0	WIS						
		1	7777						
		2				5			
		3							
		4							
		5							
		6				6			
		7	000						
		8							
		9							
Spell Sa	ve DC	= 10 + WIS + Spell Level				7			
Concentration = WIS + Caster									
Concenti	Ialiuli		Level						
NATURE BOND □ ANIMAL COMPANION ★ DOMAIN					8				
☐ ANII	MAL (COMPANION DOMAIN							
Granted P	ower		Granted Power			9			
Level			Level						
				×	SCROLLS	*	X	POTIONS	*
DC	ses		Uses						
	er day		per day						
		WILD EMPATHY	*						
WILD EN BONUS	WPAT	T HY Druid Level	Misc						
		= CHA + +	·						
+4 when u	ısing W	J I'ild Empathy with your totem crea	ture						
		WILD SHAPE	,						
	Tir	nes per day Times To							
evel +2 +c	o wild	shape into your totem creature, -:							
200011210	o milu	Supposition four total of catule, -2	- Julier Wilde						