

Shaman
LevelDruid
Level

Nature Sense
+2 to Knowledge (nature) and Survival

Wild Empathy
Improve the attitude of an animal

2 ☐ 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

Spell
Save DC

$$\text{Spells per day} = \text{Base Spells} + \frac{\text{Bonus Spells}}{2}$$

	0			WIS
	1			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	2			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	3			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	4			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	5			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	6			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	7			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	8			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	9			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Spell Save DC = 10 + WIS + Spell Level

Concentration = **WIS** + Caster Level

☒ ANIMAL COMPANION ☐ DOMAIN

Animal Companion's Name

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

PREPARED SPELLS

O

1

2

3

4

5

6

7

8

9

SCROLLS

POTIONS