ΡI	[.Δ]	NS DRUII	D	ruid evel			PREPARE	D	SPELLS		*
	J. 1.	Druid		Wild	7						
	_	Level		evel			(0			
Druid		DRUID		<i>y</i> (
Level	_	Nature Sense +2 to Knowledge (nat	ture) and S	urvival				_			
1		Wild Empathy Improve the attitude	of an anim	al							
<u> </u>		Plains Traveller	as or an amiliar					4			
2		Bonus in plains terrain						1			
3		Run Like The Wind +10ft speed; once an hour, run at double speed									
		Savanna Ambush						-			
,		Concealment and no	Concealment and no penalty when prone; stand up from prone immediately								
4		Wild Shape						2			
9		Become any small or medium animal Canny Charger Charge through allies, turn 90° while charging,						2			
		+4 AC and damage agains		arging foe							
13		A Thousand Faces Change appearance at will									
15		Timeless Body						3			
15		No longer age, canno	t be magic	ally aged							
`*		SPELLS		" (
Spell Save D		Spells =	Base Spells +	Bonus Spells							
Save D		per day	Spells					4			
		0		WIS WIS WIS				_			
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		2		9999							
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		6		\downarrow \downarrow \downarrow							
		7									
		8					(6			
		9									
Spell Save DC = 10 + WIS + Spell Level								_			
Concents	Concentration = WIS + Caster										
Concenti	Level							7			
		NATURE BO		J (
□ ANII	WAL (COMPANION 🗶 D	UMAIN								
								8			
Granted Power Granted Power											
Level				Level							
								_			
DC				DC				9			
	ses er day			Uses per day							
-		WILD EMPA		-	*	SCROLLS	*	1	*	POTIONS	*
WILD EI	MPAT			Min							
BONUS		1	id Level	Misc							
		= CHA +	+					-			
×		PLAINS TRAVE	ELLER	" (
PLAINS BONUS		Druid Level									
DUNU3		1									
		= ÷ 2									
		re, Knowledge (geograph le in aquatic terrains.	hy), Percep	tion, Stealth							
1		WILD SHAI	PE	" (
	Tir	nes per day	Times To								
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