DRUID			Druid }	Druid PREPARED SPELLS				
			Level					
		DROID	Level Bonus					
			Dollus			0		
DEITY								
			QHONE EN			_		
	_	DDIIID	W ×					
Druid		DRUID				4		
Level <b>1</b>		Natuur Zintuig +2 op Kennis (natuur) en Overleven Wild Empathy Improve the attitude of an animal				1		
2			Woodland Stride			2		
		Move through undergrowth at normal speed and taking no damage						
		Trackless Step						
3		Leave no trail, unless deliberately						
		Resist Nature's Lure						
4		+4 to saves against the fey and plants Wilde Vorm						
			Word eender welk klein of medium creatuur					
9		Venom Immunity Immune to all poisons				3		
		A Thousand Faces				)		
13		Change appearance at will						
15		Timeless Body						
		No longer age, cannot be magically aged						
``		SPELLS	<b>"</b> (			4		
Spell Save Do	C.	Spells = Bas per day = Spreu	Bonusspreuken					
		o per day ceprea	7 8 -					
			MIS					
		1				5		
		2						
		3	_ 1111					
		4					-	
		5				— <b>6</b>		
		6	_					
		7	_					
		8						
		9	44			7		
Spell Save DC = 10 + WIS + Spell Level					-			
Concentr	ation	= WIS +	Caster					
Level					_			
NATURE BOND						8		
** HUISDIER								
Allillal Gui	праш	on a name						
	Creature Type					9		
Creature Ty								
				SCRO	OLLS ,		POTIONS	
*		WILD EMPATHY	· · · · · · · · · · · · · · · · · · ·					
WILDE E BONUS	EMPA	THIE Druid Lev	el Misc					
		= CHA +	+					
			··					
*		WILD SHAPE	Ĭ.					
	Tir		es Today					
Current Sha	ne							
Junenit Jild	· PC							