Ш	NC	LE DRUID	Druid	PREPARED SPELLS					
,0	111		Level Wild	- 1					
		Druid <u> </u>	2 = Shape Level			0			
*		DRUID	2010.	1					
Druid Level		Nature Sense	\						
1		+2 to Knowledge (nature Wild Empathy	re) and Survival						
		Improve the attitude of	an animal						
2		Jungle Guardian Bonus in jungle terrain				1			
_		Woodland Stride							
3		Move through undergro and taking no damage	owth at normal speed						
		Torrid Endurance	orrid Endurance						
4		Endure hot; +4 against disease and exceptional abilities of animals and magical beasts							
1		Wild Shape Become any small or m	nadium animal			2			
	_	Venom Immunity							
9	9 Immune to all poisons								
13		Verdant Sentinal Cast <i>tree shape</i> at will							
15		Timeless Body		<u> </u>		3			
15		No longer age, cannot l	be magically aged	(
`~		SPELLS	,	1					
Spell Save D		Spells per day	Base + Bonus Spells Spells						
		0	WIS - 4 SIM NIS - 12 SIM NIS -			4			
		1							
		2							
		3							
		4				5			
		5							
		6							
		7							
		8				6			
		9							
Spell Sa	 ave DC :	= 10 + WIS + Spell Level							
			C Caster						
Concent	ration	= WI	+ Level			 			
×		NATURE BON	ID ,						
X ANII Animal Co		COMPANION DO	MAIN						
Allilla 00	прип	on a Nume				8			
				- 000					
Creature T	ype								
						9			
	3 # D A #	WILD EMPAT	HY *						
WILD EI BONUS	MPAT	Druid	Level Misc	``	SCROLLS	,	*	POTIONS	*
		= CHA +	+						
		JUNGLE GUARD	DIAN	1 —					
JUNGLE									
BONUS		Druid Level							
		= ÷ 2							
		(nowledge (geography), P e in jungle terrains.	Perception, Stealth						
N Surviv		WILD SHAP	E	1					
	Tin		Times Today						
~									