ΡI	[.Δ]	NS DRUII	Druid Level		1	PREPARED	SPELLS		*
	J. 1.	Druid	Wild 2 = Shape	7					
	_	Level	Level			0			
Druid		DRUID	,	4					
Level	_	Nature Sense +2 to Knowledge (Nati	ure) and Survival						
1		Wild Empathy Improve the attitude o	f an animal						
<u> </u>		Plains Traveller	i ali allillai	l					
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 penalty when prone; stand up from prone immediately Wild Shape		1					
,									
4						2			
		Become any small or medium animal							
9		Canny Charger Charge through allies, turn 90° while charging,		,					
		+4 AC and damage ag	ainst a charging foe.						
13		A Thousand Faces Change appearance at will							
15		Timeless Body		<u> </u>		3			
15		No longer age, cannot	be magically aged	<u> </u>					
`*		SPELLS	,	1					
Spell		Spells =	Base + Bonus Spells						
Save D			4 % -			4			
		0	WIS WIS WIS WIS						
		1	7777						
		2							
		3							
		4				5			
		5							
		6							
		7							
		8				6			
		9							
Spell Sa	ve DC	= 10 + WIS + Spell Level							
Composite			Caste						
Concenti	Concentration = WIS + Level					 			
`*		NATURE BOI		1					
□ ANII	MAL (COMPANION X DO	DMAIN						
						8			
Granted Power Granted Power									
Level			Level						
DC			DC			9			
	ses er day		□□□ Uses □□□ per day						
1		WILD EMPAT		1 -	SCROLLS	# () %	POTIONS	#
WILD EI	MPAT								
BONUS]	d Level Misc						
		= CHA +	+						
×		PLAINS TRAVE	LLER	1					
PLAINS		Druid Level							
BONUS		1							
		=							
		re, Knowledge (geograph) le in aquatic terrains.	y), Perception, Stealth,						
L. GUIVIN	171111	WILD SHAP	PE	1					
	Tir		Times Today						
			1 11 11 11 1						