Ш	IN(GLE DRUID	Druid Level	X		PREPARED	SPELLS		*
, .	111	Druid _ 2	Wild Wild	<u>i</u>					
	_	Level	Level			0			
Druid		DRUID Nature Sense	*						
Level	_	+2 to Knowledge (Nature	e) and Survival						
1		Wild Empathy Improve the attitude of a	an animal						
		Jungle Guardian	iii aiiiiiai	l ——					
2		Bonus in jungle terrain				1			
3		Woodland Stride Move through undergrow	vth at normal speed						
		and taking no damage	and taking no damage						
1		Torrid Endurance Endure hot; +4 against d	isease and exceptional						
4		abilities of animals and magical beasts Wild Shape				2			
		Become any small or me	dium animal						
9	9								
<u> </u>	Vordant Continal								
13		Cast tree shapeat will							
15		Timeless Body No longer age, cannot be	hane vileninem			3			
<u></u>			e magically aged						
Spell		SPELLS Spells B	ase + Bonus Spells						
Save D		Spells = B per day Sp	pells + Bonds spens						
		0				 4			
		1	7777						
		2							
		3	4444						
		4				5			
		5							
		6							
		7							
		8				6			
		9							
Spell Save DC = 10 + WIS + Spell Level									
Concentration = WIS + Caster Level									
		NATURE BONI		(
	MAL (COMPANION X DON							
Granted Power Granted Power					8				
Level			Level						
DC			DC			9			
Us	ses		□□ Uses						
pe	er day	WILD EMPATH		×	SCROLLS		i k	POTIONS	*
WILD EI BONUS	MPAT								
		= CHA +	+						
		JUNGLE GUARDI	IAN -	1					
JUNGLE		- JUNULE GUAKDI							
BONUS		Druid Level							
		= ÷2							
		Knowledge (geography), Pe le in jungle terrains.							
X		WILD SHAPE							
	Tir	nes per day Tii	mes Today □□□□						
] [