	Druid 1				PREPARED SPELLS				
DRUID				1	PREPAR	(E.D	SPELLS	*	
		(DRUID)	Level +	7					
			Bonus	4		0			
DEITY	Z		S. S	<u> </u>					
			CHAONE LINE						
×		DRUII	A ×	1 000					
Druid		Nature Sense	2			1			
Level 1			(nature) and Survival						
		Wild Empathy Improve the attitu	de of an animal						
		Woodland Stride							
2		and taking no dan	lergrowth at normal speed nage						
3		Trackless Step	kless Step e no trail, unless deliberately			2			
		Resist Nature's Lu							
4		+4 to saves against the fey and plants							
~		Wild Shape Become any smal	l or medium animal						
		Venom Immunity		1					
9		Immune to all poi				3			
13		A Thousand Faces Change appearance							
15		Timeless Body							
15		No longer age, car	nnot be magically aged	<u> </u>					
X		SPELL	uS .	1		4			
Spell Save D	C	Spells per day	= Base + Bonus Spells Spells						
		0	WIS WIS WIS 8 + 8 WIS - 8 WIS						
		1				_			
		2				- 5			
		3							
		4							
		5							
		6				6			
		7							
		8							
		9				_			
Snell Sa	VA DC	= 10 + WIS + Spell L				7			
- Орен оа	VC DO		Contor						
Concentr	ation	=	WIS + Caster Level						
×		NATURE I	BOND			8			
		COMPANION	DOMAIN						
Animal Cor	mpani	on's Name							
						9			
Creature Type									
				X	SCROLLS		POTIONS	,	
<u> </u>	# D 4 F	WILD EMP	PATHY						
WILD EMPATHY BONUS Druid Level Misc						_			
		= CHA +	+						
		WILD SH	ADE						
	Ti-	mes per day	Times Today						
		nes per day							
			5555						
Current Sha	ape								