ΔR	СТІ	C DRUID	Druid Level	X		PREPARED	SPELLS		,
AIL	CII		Wild Shape	<u>i</u> 7					
		Level	Level	1		0			
DEITY			SS MICH						
			CHAOTICE LET						
		DDIIID	**************************************	(					
Druid	N	DRUID lature Sense	, r						
Level	_ +	2 to Knowledge (nature) a	nd Survival			1			
1	V\	<b>Vild Empathy</b> mprove the attitude of an a	animal						
2	_ A	rctic Native							
	В	onus in icy terrain							
3		Icewalking No movement penalty in icy terrain				2			
4		rctic Endurance	-li						
	E	ndure cold, immune to daz Vild Shape	zzling						
6		secome any small or mediu	m animal						
9		nowcaster lee normally in icy condition	nne.						
<u> </u>	3	cast fire spells as cold spells.				3			
13		lurry form	fenow						
	т	ecome a swirling colum of imeless Body	I OULUW						
15		lo longer age, cannot be m	agically aged						
,		SPELLS	*			4			
Spell		Spells = Base per day = Spell	e + Bonus Spells						
Save DC			4 % -						
	0								
	1					5			
	2								
	3								
	4								
	5					6			
	8								
						7			
Coall Cove	9					/			
		) + WIS + Spell Level	Caster						
Concentrat	ion	= WIS +	Level						
×		NATURE BOND	ĭ			8			
Animal Comp		MPANION DOMA	IN						
Annual Collip	oumon 5	Halle							
						9			
Creature Typ	е								
		WILD EMPATHY		T.	SCROLLS	,	×	POTIONS	*
WILD EMI									
BONUS		Druid Leve	el Misc						
	=	CHA +	+						
N.		ARCTIC NATIVE	,						
ARCTIC									
BONUS		Druid Level							
	=								
		(nowledge (geography), Pe aquatic terrains.	rception, Stealth						
×		WILD SHAPE	*	(					
-	Times	per day Time	s Today						