MOI	TNT	ГΛТ	ות זא		Druid	PREPARED SPELLS						
MOC	JΝ	IAI	וע או	KUID	Wild Wild				Т			
		Dru Lev	al	-2=	Shape				0			
×			DRU		Level				0			
Druid			r Zintuig									
Level		+2 op Kennis (natuur) en Overleven Wild Empathy Improve the attitude of an animal										
2		Mountaineer Bonus in mountain terrain, cannot be tracked							1			
		Surefooted										
3		No speed penalty on slopes, rubble or scree			ibble or scree							
			pire Walker Indure cold, immune to altitude sickness,									
4		keep dexterity bonus when climbing Wild Shape										
		Become any small or medium animal or giant							2			
		Mountain Stance Immune to petrification, +4 to saves and CMD										
9			gainst attempts to move									
13		Mountain Stone Become a weathered stony outcrop			toron							
			ess Body						3			
15				annot be magi	ically aged							
``			SPEL	LS	-							
Spell	<u> </u>		Spells	= Basis	+Bonusspreuken							
Save D		0	per day	Spreuken	8 -				4			
		0							•			
		1										
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		7							6			
9												
- Эрен За	VE DC -	- 10 + 44	13 + Spell	Level	Cantar							
Concentr	ation		=	WIS +	Caster Level				7			
×		NA	TURE	BOND	*							
× HUIS				□ DOMAIN								
Animal Companion's Name									8			
									0			
Creature T	ype											
									0			
<u> </u>	12 PT A		LD EM	PATHY	#				9			
WILDE E BONUS	EMPA	THIE		Druid Level	Misc		SCROLLS	*	1		POTIONS	
		= C	HA +		+		JCROLLS				10110110	
		MC)[]NTA	INEER								
MOUNTA	AIN											
BONUS			id Level									
		=		÷ 2								
				ge (geography) ain terrains.), Perception,							
			/ILD SI		7							
	Tin	nes per d	lay	Times T								
Current Sh	ape											