MOU	יואד	ΤΛΙΝ	וח ו	RIIID !	Druid	PREPARED SPELLS						
MOC	JIN		נע וי	KOID	Level :							
		Druid Level		- 2 = S	hape Level				1			
×			DRUI		Level				,			
Druid Level		Nature S										
1		+2 to Kn Wild Em		(Nature) and	Survival							
				ude of an anin	nal							
2		Mountaineer Bonus in mountain terrain, cannot be tracked						1	L			
		Surefooted			mot be tracked							
3		No speed penalty on slopes, rubble or screen			bble or scree							
		Spire Wa Endure c		nune to altitud	sickness,							
4		keep dexterity bonus when climbing										
		Wild Shape Become any small or medium animal or giant						2	2			
	_		Mountain Stance Immune to petrification, +4 to saves and CMD									
9			attempts to move									
13		Mountain Stone Become a weathered stony outcrop										
		Timeless		ered stony out	crop			3)			
15		No longer age, cannot be magic			cally aged)			
			SPELI	LS								
Spell			Spells	_ Base	+ Bonus Spells							
Save Di	C		per day	Spells	- 8				,			
		0			WIS WIS WIS				+			
		1										
		2										
		3							1			
		4							,			
		5										
		6										
		7						6	5			
		8							,			
		9										
Spell Sav	Spell Save DC = 10 + WIS + Spell Level											
Concentr	ation		=	WIS +	Caster Level				7			
×		NAT	URE	BOND	<u> </u>				,			
■ ANIMAL COMPANION □ DOMAIN												
Animal Companion's Name												
								8	3			
Creature Ty	уре											
×		WILI	D EMI	PATHY	#			9)			
WILD EN BONUS	/IPAT	HY		Druid Level	Misc		0.000.01.1.0				DOMESTIC	
		= CH	[A +			*	SCROLLS	*		•	POTIONS	* (
MOUNTA	AIN	MUC	JNTA.	INEER	*							
BONUS		Druid	Level									
		=	-	÷ 2								
Bonus to Ir	nitiativ	e, Climb, K	nowledg	je (geography) ain terrains.	, Perception,							
Stealth, an	iu SUFV		n mount									
	Tim	nes per day		Times To	oday							
Current Sh	ane											
011												