| ΡĪ  | .AI     | NS   | DRU                           | IID de       | Niveau  <br>Druide  | SORTS PREPARES     |            |            |   |         |   |
|---|---------|--|-------------------------------|--------------|---|--------------------|------------|------------|---|---------|---|
|   |         | Nivea  |                               |              | Sauvage T   | 7                  |            |            |   |         |   |
|   |         | de Druid   | le                            | - 2 =        | Forme<br>Niveau   |                    |            | <b>—</b> 0 |   |         |   |
| ` .   |         |  | DRUI                          | DE           | *   |                    |            | _          |   |         |   |
| Niveau<br>de Druide   | e       | Instinct naturel<br>+2 en Connaissances (Nature) et Survie             |                               |              |   |                    |            |            |   |         |   |
| 1   |         | Empathie sauvage Améliore l'attitude d'un animal Plains Traveller      |                               |              |   |                    |            |            |   |         |   |
| -   |         |  |                               |              |   |                    |            |            |   |         |   |
| 2   |         |  | in plains t                   | errain       |   |                    |            | _ 1        |   |         |   |
| 3   |         | Run Like The Wind<br>+10ft speed; once an hour, run at double speed    |                               |              |   |                    |            |            |   |         |   |
| <u> </u>  |         | Savanna Ambush   |                               |              | run at double speed   |                    |            |            |   |         |   |
| .   |         | Concealment and no penalty when prone; stand up from prone immediately |                               |              | y when prone;   |                    |            |            |   |         |   |
| 4   |         | Forme animale  |                               |              |   |                    |            | _ 2        |   |         |   |
| <u> </u>  |         | Se transformer en un animal de taille P ou M                           |                               |              |   |                    |            |            |   |         |   |
| 9   |         | Canny Charger<br>Charge through allies, turn 90° while charging,       |                               |              |   |                    |            |            |   |         |   |
| -   |         |  |                               | ge against a | a charging foe  |                    |            |            |   |         |   |
| 13  |         |  | <b>/isages</b><br>er d'appare | ence à volo  | nté   |                    |            |            |   |         |   |
| 15  |         |  | lle jeuness                   |              |   |                    |            | <b>—</b> 3 |   |         |   |
|   |         | Cesse  |                               |              | contre le vieillissem   |                    |            |            |   |         |   |
| 200   |         |  | SORT                          |              | ,   |                    |            |            |   |         |   |
| DD de sauve<br>du sort  |         |  | Sorts<br>par jour             | = de bas     | Sorts supp.   |                    |            | _          |   |         |   |
|   |         | 0  |                               |              | SAG - |                    |            | <b>- 4</b> |   |         |   |
|   |         | 1  |                               |              | PPPP  |                    |            |            |   |         |   |
|   |         | 2  |                               |              |   |                    |            |            |   |         |   |
|   |         | 3  |                               |              |   |                    |            |            |   |         |   |
|   |         | 4  |                               |              |   |                    |            | <b>—</b> 5 |   |         |   |
|   |         | 5  |                               |              |   |                    |            |            |   |         |   |
|   |         | 6  |                               |              |   |                    |            |            |   |         |   |
|   |         | 7  |                               |              |   |                    |            |            |   |         |   |
|   |         | 8  |                               |              |   |                    |            | <b>—</b> 6 |   |         |   |
|   |         | 9  |                               |              |   |                    |            |            |   |         |   |
| DD de je  | t de sa | uvegarde   | e d'un sort                   | = 10 + SAG   | G + niveau du sort  |                    |            |            |   |         |   |
| Concentr  | ation   |  | =                             | SAG +        | Niveau  | de 🗆 🗆 🗆           |            |            |   |         |   |
|   |         |  |                               |              | Lanceu  | de <del>Sort</del> |            | _ /        |   |         |   |
| X COM   |         |  |                               | A NATU DOMAL |   |                    |            |            |   |         |   |
| Nom du co   |         |  |                               | DOMA         | INE   |                    |            |            |   |         |   |
|   |         |  |                               |              |   |                    |            | 8          |   |         |   |
| Type de cre   | éature  |  |                               |              |   |                    |            |            |   |         |   |
|   |         |  |                               |              |   |                    |            |            |   |         |   |
| ×   |         | EMPA   | THIE S                        | SAUVAC       | GE ,  |                    |            | 9          |   |         |   |
| BONUS   |         |  |                               |              |   |                    |            |            |   |         |   |
| D'EMPATHIE SAUVAGE Niveau de druide Divers  = CHA + +   |         |  |                               |              |   | *                  | PARCHEMINS | -          | * | POTIONS | * |
|   |         |  |                               |              | ·   |                    |            |            |   |         |   |
| DI AVIVO  |         | PLAII  | NS TRA                        | VELLE        | R 🖊   |                    |            |            |   |         |   |
| PLAINS<br>BONUS   |         | Niveau   | de druide                     |              |   |                    |            |            |   |         |   |
|   |         | =  | 4                             | ÷ 2          |   |                    |            |            |   |         |   |
| Bonus à l'Initiative, Connaissance (géographie), Perception, Survie et F <del>urtivité sur un terrain aquatique</del> |         |  |                               |              |   |                    |            |            |   |         |   |
|   |         |  |                               |              |   |                    |            |            |   |         |   |
| ×   | _       |  |                               | IIMALE       |   |                    |            |            |   |         |   |
|   | Fo      | is par jo  | ur                            | Fois au      | jourd'hui<br>   |                    |            |            |   |         |   |
| ~   |         |  |                               |              |   |                    |            |            |   |         |   |
|   |         |  |                               |              |   |                    |            |            |   |         |   |