WORLD WALKER Druid Level			K		PREPARE	ED SPELLS					
		2.									
		(DRUID)	Level Bonus	+				0			
7		WORLD WALKER						0			
Druid		Nature Sense									
Level 1		+2 to Knowledge (Nature) an Wild Empathy	nd Surviva	al							
		Improve the attitude of an a	nimal								
2		Woodland Stride Move through undergrowth	at normal	cneed				1			
		and taking no damage	at nonnai	speeu							
3		Favored Terrain Bonus in a given terrain									
—		Wild Shape									
4	Become any small or medium anir										
9	9							2			
12		A Thousand Faces									
13		Change appearance at will									
``		FAVORED TERRAIN		,							
LCVCI) FA	VORED TERRAIN BONUS		4 6 8				3			
3											
8			⊔–[_			
13											
18								4			
``		SPELLS		, (
Spell Save D		Spells = Base per day = Spell:	Bonus +								
		0		WIS - 4 WIS - 12							
		1						5			
		2	_								
		3	_								
		4	_								
		5	_					6			
		6	_								
		7	_								
		8	_								
		9						7			
Spell Sa	ave DC	= 10 + WIS + Spell Level	_								
Concent	ration	= WIS +	-	Caster							
Concent	idtion	NATURE BOND		Level	′ 🗆 🗆 🗆			8			
	MAL (COMPANION X DOMAI	IN								
Granted F	Dower		Grante	ed Power				9			
Level			-	Level	*	SCROLLS	*		Ĭ.	POTIONS	*
00				DC							
Us	ses			es							
pe	er day	WILD EMPATHY	□ per da	ay							
WILD E	MPAT	'HY									
BONUS		Druid Leve	l M	lisc							
		= CHA +	+								
×		WILD SHAPE		*							
	Tir	mes per day Times	Today								
~											