| REI | N(| CAR | NAT | red Nivel | de i | CONJUROS PREPARADOS | | | | | |
|---|-----------------|--|---|------------------------|--------------------------|---------------------|------------|---|---|----------|---|
| | | RU | | Drui | ida | | | | | | |
| | _ | Nivel de | | Nivel — 2 = For | de T | | | 0 | | | |
| | | Druida | a | Salv | aje | | | U | | | |
| Nivel de | | | | 'ED DRUID |) # | | | | | | |
| Druida | | Sentido de la Naturaleza +2 a Saber (Naturaleza) y Supervivencia Empatía salvaje Mejora la actitud del animal | | | | | | | | | |
| 1 | | | | | | | | | | | |
| | | | ious Strar | | | | | 1 | | | |
| 2 | | Add ha | Add half your level to the DC of Sense Motive, Diplomacy and Knowledge checks about you | | | | | | | | |
| | | Pisada sin Rastro | | | | | | | | | |
| 3 | | | | i no quiere. | | | | | | | |
| 4 | | Resist Death's Touch +4 to saves against death effects, energy | | | | | | 2 | | | |
| 4 | | drain and necromancy | | | | | | | | | |
| 5 | | Many Lives Reincarnate if killed | | | | | | | | | |
| | - Forma Salvaio | | | | | | | | | | |
| 6 | | Se tran | Se transforma en cualquier animal pequeño o me | | | | | | | | |
| 9 | | Cheat I | | ainst death effec | te anaray | | | 3 | | | |
| | | | r necroma | | ts, energy | | | | | | |
| 13 | | Las Mil | Caras | encia a voluntad | | | | | | | |
| | | | del Sol y | | | | | | | | |
| 15 | | Habla d | on cualqu | uier criatura viva | 1 | | | 4 | | | |
| \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ | | (| ONJU | ROS | - | | | Ċ | | | |
| CD Salv de Conjur | | | Conjuros al Día | = Conjuro£on Base | juros Adicionales | s | | | | | |
| de Conjui | 05 | 0 | ai Dia | Dase | B - 4 B - 8 B - 12 | | | | | | |
| | | 0 | | | SAB SAB SAB SAB | | | 5 | | | |
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| | | 7 | | | | | | | | | |
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| 00.0-1 | J- 0 | 9 | . CAD . I | Nivel de Oenivee | | | | | | | |
| CD Salv (| ie Con | juro = 10 | + SAB + I | Nivel de Conjuro | | | | | | | |
| Concentra | ación | | = | SAB + | Nivel de Lanzador | | | 0 | | | |
| \ Vi | ÍNCU | JLO C | ON LA | NATURAL | EZA | | | 8 | | | |
| ★ COMPAÑERO ANIMAL | | | | | | | | | | | |
| | | | | | | | | • | | | |
| | | | | | | | | 9 | | | |
| Tipo de criatura | | | | | | | PERGAMINOS | | | POCIONES | |
| | | | | | | | PERGAMINOS | | ` | POCIONES | * |
| BONUS DE EMPATÍA SALVAJE Nivel de Druida Misc | | | | | | | | | | | |
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| = CAR + + | | | | | | | | | | | |
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| | 1/0 | ces al día | | ALVAJE Veces ho | V | | | | | | |
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| Forma actua | al | | | | | | | | | | |
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