MOU	יואו	TAT	a Di	eiiin !	Druid	PREPARED SPELLS						
MOC	JIN			KUID	Level :							
		Druid Level		- 2 = 9	Shape Level							
*			DRUI		<u> </u>				_			
Druid Level		Nature S		(A)	0 1 1							
1		+2 to Kr		(Nature) and	Survival							
		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			bble or scree							
		Spire Wa	re cold, immune to altitude sickness,									
4		keep dexterity bonus when climbing Wild Shape										
		Wild Snape Become any small or medium animal or giant						2	2 [
		Mountain Stance										
9			to petrification, +4 to saves and CMD attempts to move									
13			Mountain Stone Become a weathered stony outcrop									
-5				ered stony out	crop			3	, [
15		Timeles No long		annot be magi	cally aged							
			SPELI	I.S								
Spell			Spells		+ Bonus Spells							
Save D	С		per day	= Spells	- 8							
		0			WIS			4				
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		7							_ . г			
		8						6) –			
		9							_			
Spell Save DC = 10 + WIS + Spell Level												
Concentration = WIS + Caster							_					
Concentr	ation				Level			7	_			
NATURE BOND									_			
★ ANIMAL COMPANION □ DOMAIN Animal Companion's Name												
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0 : -									_			
Creature T	ype											
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WILD EN	лрлт		D EMI	PATHY	# (>	_			
BONUS	VIFAI			Druid Level	Misc		SCROLLS	# (K		POTIONS	x (
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		MOI	INTA	INEER								
MOUNT	AIN	1/10		III								
BONUS		Druid I	Level									
		=	:	÷ 2								
Bonus to li	nitiativ	e, Climb, K	(nowledg	e (geography) ain terrains.	, Perception,							
Stearth, an	iu oui V		LD SF		"							
	Tin	nes per da		Times To	oday							
0												
Current Sh	ape											