МОТ	יזאד	TAIN D	DIIID	Druid	×		PREPARE	D	SPELLS		*
MOC	ŊΝ	IAIN D	KUID	Wild Wild							
		Druid Level	-2=	Shape							
×		DRU		Level			()			
Druid		Natuur Zintuig									
Level 1		+2 op Kennis (na Wild Empathy	atuur) en Over	leven							
		Improve the atti	tude of an anii	mal							
2		Mountaineer Bonus in mountain terrain, cannot be tracked						1			
-		Surefooted	III terrain, cannot be tracked								
3		No speed penalt	ty on slopes, ru	ubble or scree							
		Spire Walker Endure cold, immune to altitude sickness, keep dexterity bonus when climbing Wild Shape Become any small or medium animal or giant									
4											
							2	2			
		Mountain Stanc									
9 🗆		Immune to petrification, +4 to saves and CMD against attempts to move									
13		Mountain Stone									
		Become a weath	nered stony ou	tcrop				3			
15		No longer age, o	annot be mag	ically aged)			
		SPEL	LS								
Spell		Spells		+Bonusspreuken							
Save D	C	per day	Spreuken	4 8 -				4			
		0		WIS				+			
		1									
		2									
		3						5			
		4						,			
		5									
		6									
		7						6			
		8									
		9		<u> </u>							
Spell Save DC = 10 + WIS + Spell Level											
Concentration = WIS + Caster Level							7				
NATURE BOND											
□ HUISDIER X DOMAIN											
								0			
Granted P	ower			Granted Power				8			
				<u> </u>							
Level				Level				_			
OG				DC			9	9			
Us	es r day			Uses per day		SCROLLS		1		POTIONS	
		WILD EM		1		SCRULLS	×	ľ	`	POHONS	
WILDE E BONUS	EMPA'	ГНІЕ	Druid Level	Misc							
		= CHA +		+							
MOUNTA	AIN	MOUNTA	TNEER								
BONUS	*****	Druid Level									
		=	÷ 2								
		e, Climb, Knowled), Perception,							
Stealth and	a Survi	val while in mount WILD S									
	Tim	nes per day	Times T	oday							
][]							