IJR	RB/	AN DRUID	Druid Level	×	PREPAR	RED	SPELLS		<i>x</i> (
010			Wild						
		Level	= Shape Level			0			
DEITY			BOS SAME						
			CHAO JUNE						
		DDIIID	本。資						
Druid		DRUID Natuur Zintuig	# (			1			
Level		+2 op Kennis (natuur) en Ove	rleven			1			
1		Wild Empathy Improve the attitude of an an	imal						
		Woodland Stride Move through undergrowth at normal speed and taking no damage Lorekeeper +2 Diplomacy, Knowledge (local, history, nobility)				2			
2									
		Resist Temptation +2 to saves against divination and enchantment Wilde Vorm Word eender welk klein of medium creatuur A Thousand Faces				. 3			
4	Ш								
6		Change appearance at will				)			
9		Mental Strength Immune to charm and compu	ulsion effects						
45		Timeless Body	iision enects						
15		No longer age, cannot be ma	gically aged			4			
*		SPELLS	x			4			
Spell Save DC		Spells = Basi per day = Spreuk	Bonusspreuken						
		0	S S S S						
		1	> > >			5			
		2							
		3							
		4							
		5				6			
		6							
		7							
		8							
		9				7			
Spell Save	_ e DC =	10 + WIS + Spell Level							
Concentra	tion	= WIS	Caster						
Concentia	ition	NATURE BOND	Level			8			
□ HUISI	DIFR		ın						
	DILI	Z DOWN							
Granted Pov	wor		Granted Power			9			
Level			Level	×	SCROLLS		×	POTIONS	y I
Uses			Uses						
per	day	WILD EMPATHY							
WILDE EN	MPA'		* (						
BONUS		Druid Leve	el Misc						
		= CHA +	+						
×		WILD SHAPE	*						
	Tim		s Today						
~									