ΡI	Γ.Δ1	INS DRUID	Druid Level		×		PREPAR	ED	SPELLS		,
			Wild Wild	3							
		Level	Level					0			
Druid		DRUID		#							
Level		Nature Sense +2 to Knowledge (Nati	ure) and Survival								
1		Wild Empathy									
		Improve the attitude o	f an animal	-							
2		Bonus in plains terrain						1			
3		Run Like The Wind +10ft speed; once an hour, run at double speed									
-		Savanna Ambush Concealment and no penalty when prone; stand up from prone immediately Wild Shape									
Ι.											
4							2				
		Become any small or r	medium animal					2			
9		Canny Charger Charge through allies, turn 90° while charging,									
		+4 AC and damage ag	+4 AC and damage against a charging foe.								
13		A Thousand Faces Change appearance at will									
15		Timeless Body						3			
15		No longer age, cannot	be magically age	ed							
``		SPELLS		- F							
Spell		Spells =	Base + Bonus	s Spells							
Save D)C			- 8				4			
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		8						6			
		9]							
Spell Save DC = 10 + WIS + Spell Level											
Concent	Concentration = WIS + Caster										
CONCENT	ration			Level				7			
	7.7.A.T. (NATURE BOI COMPANION X DO									
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Granted Power Granted Power											
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	ses er day		□□□ Uses □□□ per day			SCROLLS	×	1		POTIONS	*
•		WILD EMPAT	'HY	"		SCROLLS	<u> </u>			FOIIONS	
WILD EI BONUS	MPAT		d Level Mis	sc							
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DI ATNIC		PLAINS TRAVE	LLER	-							
PLAINS BONUS		Druid Level									
		= ÷2									
Bonus to I	Initiativ		y), Perception, Ste	ealth,							
		le in aquatic terrains.									
WILD SHAPE											
	Tiı	nes per day	Times Today □□□□								