ΡI	Γ.Δ1	INS DRUID	Druid Level			PREPARED	SPELLS		*
	U2 X.		Wild 2 = Shape						
		Level	Level			0			
•		DRUID							
Druid Level		Nature Sense +2 to Knowledge (natu	ire) and Survival						
1		Wild Empathy							
		Improve the attitude o	f an animal						
2		Plains Traveller 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 Become any small or medium animal		ed 🗆 🗆					
4									
1						2			
9		Canny Charger Charge through allies, turn 90° while charging, +4 AC and damage against a charging foe							
				9,					
13		A Thousand Faces							
		Change appearance at will  Timeless Body				3			
15		No longer age, cannot	be magically aged	000					
		SPELLS							
Spell		Spells	Base + Bonus Spells	s					
Save D	C	per day	Spells + 8 2						
		0	WIS			4			
		1							
		2							
		3							
		4				5			
		5							
		6							
		7							
		8				6			
		9							
Spell Sa	ave DC	= 10 + WIS + Spell Level							
Concenti	ration	= WI	Caste	er					
Concenti	Level					<del> </del>			
	BEAT 4	NATURE BOY  COMPANION X DO							
L ANII	IVLALL V	COMPANION & DC	JIMAIN						
			0 1 10			8			
Granted Power Granted Power									
Level			Level						
O						9			
	ses er day		□□□ Uses □□□ per day		SCROLLS	, (		POTIONS	*
Ĭ,		WILD EMPAT	'HY		SCROLLS			10110113	
WILD EI BONUS	MPAT		d Level Misc						
		= CHA +	+						
			·						
PLAINS		PLAINS TRAVE	LICER						
BONUS		Druid Level							
		= ÷2							
		J	y), Perception, Stealth						
		le in aquatic terrains.							
_	т;.	WILD SHAP mes per day	Times Today	*					
	111	nes per udy							