	:A1	/E DRUID	Druid Level	X	PR	EPARED	SPELLS		-
			Wild	- <u>i</u> 7					
		Level	2 = Shape Level			o			
DEIT	Y		88 \\ 1 <sub>ME</sub>						
			***************************************						
•		DRUID	×						
Druid Level		Cavesense +2 to Knowledge (dunge	oneering) and Survival			1			
1		Wild Empathy							
<u> </u>		Improve the attitude of a	ı animal						
2		Tunnelrunner Move through narrow pa	ssages or rubble						
		at normal speed and taking no damage							
3		<b>Lightfoot</b> Cannot be detected by tremorsense				2			
		Resist Subterranean Corruption							
4		+2 to saves against the o	oozes and abberations						
		Become any small or me	edium animal or ooze						
9		Venom Immunity Immune to all poisons				3			
<u> </u>		A Thousand Faces							
13		Change appearance at w	vill						
15		Timeless Body							
		No longer age, cannot be	e magically aged	[					
*		SPELLS	*			<b>—</b> 4			
Spell Save D		Spells = B per day Spr	asis Bonusspreuken reuken						
		0	WIS - 4 WIS - 12 WIS						
		1							
		2				5			
		3							
		4							
		5				6			
		6							
		7							
		8							
		9				<b>— 7</b>			
Spell Sa	Spell Save DC = 10 + WIS + Spell Level								
Concent	ration	= WIS	Caster Level						
		NATURE BONI				8			
× HUI	SDIF								
	Animal Companion's Name								
Creature Type						9			
Greature i	Creature Type								
		WILD EMPATH	IY ,	<u> </u>	SCROLLS	* (	*	POTIONS	*
WILDE	EMPA		· · · · · ·						
BONUS		Druid L	_evel Misc						
		= CHA +	+						
		WILD SHAPE		1					
	Tir		mes Today						
	L								
Current Sh	ape								