CII	7 / 7	MP DF	OIIID	Druid	×	PI	REPARED	SPELLS_		x (
SW	HI		XUID	Level ; Wild	1					
		Druid Level	- 2 =				0			
``			RUID	Ecter =						
Druid		Nature Sens	se							
Level 1		+2 to Knowl Wild Empatl	ledge (nature) an hv	nd Survival						
		Improve the attitude of an		nimal						
2		Marshwright Bonus in swamp terrain, cannot be tracked					1			
		Swamp Stri		mot be truoked						
3		No movement penalty in bogs or undergrowth								
l .		Pond Scum +4 to saves against disease and the abilities of monstrous humanoids; damage reduction against swarms								
4										
		Wild Shape					2			
		Become any small or medium animal Venom Immunity								
9	9									
13		Slippery Continous freedom of movement								
			Timeless Body				3			
15		No longer age, cannot be magically aged								
	SPELLS									
Spell			ells = Base	+ Bonus Spells						
Save D	C		day = Spells	4 % -			4			
		0		WIS						
		1								
		2		- 1111						
		3					5			
		4		_						
		5		_						
		6		_						
		7					6			
		8		_						
		9								
Spell Sa	Spell Save DC = 10 + WIS + Spell Level									
Concentr	ation		= WIS +	Caster Level			— 7			
NATURE BOND										
★ ANIMAL COMPANION □ DOMAIN										
Animal Companion's Name										
							8			
Creature T	уре									
×		WILD I	EMPATHY	# (9			
WILD EN BONUS	MPAT	HY	Druid Leve	l Misc		SCROLLS	* (POTIONS	
		= CHA		+		SCROLLS			10110113	
CHIABAT		MARS	HWRIGHT	*						
SWAMP BONUS Druid Level										
		=	÷ 2							
				erception, Stealth,						
Survival a	and Sw	im while in aq								
Τ	Tin	WILL nes per day) SHAPE	Today						
		nes per udy								
~										