	DRUID		Druid Level		×		PREPARE	D S	SPELLS		
			Level								
			Bonus	+)			
DEIT	Y			0000							
			OI,								
			米	016/ 64							
*		DRUID		,							
Druid Level		Nature Sense +2 to Knowledge (Nature) and Surviva	.			1	_			
1		Wild Empathy	,								
-		Improve the attitude of a Woodland Stride	n anımal								
2		Move through undergrowth at norma		speed							
\vdash		and taking no damage									
3		Trackless Step Leave no trail, unless del	iberately				2	2			
		Resist Nature's Lure									
4		+4 to saves against the fey and plants Wild Shape									
		Become any small or medium animal									
9		Venom Immunity Immune to all poisons					3	3			
12		A Thousand Faces		$\neg \neg$							
13		Change appearance at w	II								
15		Timeless Body No longer age, cannot be	magically ag	jed							
		SPELLS						<u>'</u>			
Spell			ase + Bonu	ıs Spells				-			
Save D		per day Sp		8 1 2							
		0	MIS WIS	M N N N N N N N N N N N N N N N N N N N							
		1	P	777				5			
		2	+								
		3									
		4	+								
		5		-				6			
		6	–	-							
		7		-							
		8									
		9						7			
Spell Sa	ave DC	= 10 + WIS + Spell Level									
Concentration = WIS + Caster											
Concenti	iation			Level							
NATURE BOND ANIMAL COMPANION DOMAIN Animal Companion's Name							8	3			
Creature Type								9			
Greature Type						COPOLE C		-		рошколь	
		WILD EMPATH	V	<i></i>	×	SCROLLS	*	K	*	POTIONS	
WILD E	MPAT	ГНҮ									
BONUS		Druid L	evel Mi	isc							
		= CHA +	+								
``		WILD SHAPE									
	Ti	mes per day Tir	nes Today								

Current Shape