RE	IN	CARNATED	Druid :			PREPARED	SPELLS		*
	I	DRUID	Level	1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1					
		Druid – 2.	Wild Shape	1		0			
		Level	Level						
Druid	K	EINCARNATED DR  Nature Sense	OID F						
Level		+2 to Knowledge (Nature) a	and Survival						
1 1		Wild Empathy Improve the attitude of an	animal						
		Mysterious Stranger				1			
2		Add half your level to the D Diplomacy, and Knowledge	checks about you						
3		Trackless Step Leave no trail, unless deliberately							
<u> </u>		Resist Death's Touch							
4		+4 to saves against death effects, energy drain, and necromancy				2			
<u> </u>		<b>Many Lives</b> Reincarnate if killed							
5									
6		Wild Shape Become any small or medium animal							
		Cheat Death							
9		Reroll a save against death drain, or necromancy	n effects, energy			3			
13		A Thousand Faces							
1		Change appearance at will							
15		Tongue of the Sun and Moo Speak with any living creat				4			
7.		SPELLS				<b></b>			
Spell		Spells Bas	se + Bonus Spells						
Save D	C	per day Spel	4 % -						
		0	MIS			5			
		2							
		3							
		4							
		5				6			
		6							
		7							
		8							
		9				<del> </del>			
Spell Sa	ve DC	= 10 + WIS + Spell Level							
		_ 11116	Caster						
Concentr	ation	= WIS	Level	, 000		8			
14		NATURE BOND	<i>*</i> 1						
Animal Co		COMPANION DOMA on's Name	AIN						
						9			
Creature T	vno								
Greature 1	урс			×	SCROLLS	,	X	POTIONS	*
		WILD EMPATHY	7						
WILD EN	MPAT	НУ							
BONUS		Druid Lev							
		= CHA +	<del>+</del>						
×		WILD SHAPE	*						
	Tin		es Today						
Current Sha	ape								
~									