

Уровень
Друида
Wild
= Shape
Level

Уровень
Друида

- 2

Wild
Shape
Level

| ДРУИД | |
|----------------------------|--|
| Уровень Друида 1 | <input type="checkbox"/> Чувство природы +2 к навыкам Знание (природа) и Выживание <input type="checkbox"/> Сочувствие животным Улучшение отношение животных |
| 2 | <input type="checkbox"/> Mountaineer Bonus in mountain terrain, cannot be tracked |
| 3 | <input type="checkbox"/> Surefooted No speed penalty on slopes, rubble or scree |
| 4 | <input type="checkbox"/> Spire Walker Endure cold, immune to altitude sickness, keep dexterity bonus when climbing <input type="checkbox"/> Wild Shape Become any small or medium animal or giant |
| 9 | <input type="checkbox"/> Mountain Stance Immune to petrification, +4 to saves and CMD against attempts to move |
| 13 | <input type="checkbox"/> Mountain Stone Become a weathered stony outcrop |
| 15 | <input type="checkbox"/> Вечное тело Больше не стареет, не может быть магически |

| КС | Спасброска от заклинания | | Заклинаний в день | = | Базовых заклинаний | + Бонусных |
|----|-----------------------------|----------|----------------------|---|-----------------------|---------------------|
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Концентрация = **WIS** +

☒ Животное-компаньон ☐ Домен

Имя животного-компаньона

Тип существа

| Бонус Дикого сопереживания | |
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| BONUS | Уровень друида Прочее |
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| 100000 | 100000 |

$$\boxed{} = \mathbf{XAP} + + $$

MOUNTAIN
BONUS Уровень друида

Bonus to Initiative, Climb, Knowledge (geography), Perception, Stealth and Survival while in mountain terrains.

Использований в День Использовано Сегодня

Текущая Форма

[illegible]