					Druid }	<del>-</del>	×			PREPAI	RED	SPELLS				
	Ι	DRU			Level											
		(DRU	ID)		Level Sonus	+					0					
DEITY					-	, , ¿Ö.					U					
					eo.											
					**											
\ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \			DRU	ID												
Druid Level		Nature Sense +2 to Knowledge (Nature) and Survival Wild Empathy									1					
1											_					
				itude of an anir	nal											
2		<b>Woodland Stride</b> Move through undergrowth at normal speed and taking no damage														
											2					
3		Trackless Step Leave no trail, unless deliberately														
		Resist Nature's Lure														
4		+4 to saves against the fey and			d plants											
		Wild SI Becom	<b>nape</b> e any sma	all or medium a	animal											
9		Venom	Venom Immunity								•					
			e to all po								3					
13			sand Fac appeara	es ance at will												
15		Timele	ss Body													
		No long	ger age, c	cannot be magi	cally ag	jed					,					
SPELLS											4					
Spell Save DC			Spells per day	= Base Spells		is Spells										
		0		1		WIS - 4 WIS - 8 WIS - 12										
		1				3 3 3					_					
		2									5					
		3														
		4														
		5									6					
		6														
		7														
		8														
		9									7					
Spell Save DC = 10 + WIS + Spell Level																
Concentra	tion		=	WIS +		Caster Level										
		NΙΔ	THEF	BOND							8					
NATURE BOND  * ANIMAL COMPANION DOMAIN																
Animal Com																
											0					
Creature Typ	oe .										9					
71								SCP	OLLS		1	<u> </u>	D	OTION	TS2	
<b>X</b>		WII	LD EM	PATHY		#		SCK					L		0	
WILD EM	PAT															
BONUS			TT A	Druid Level		isc										
		= C	H.A. +	•	·											
<b>X</b>		W	TLD SI	HAPE		*										
	Tim	ies per da	ay	Times To	oday											

Current Shape