ARC	FIC DRUID	Druid Level			PREPARED	SPELLS		,
AIC	D 11	Wild	7					
	Level – Z –	Shape Level			0			
	DRUID	Ĭ.						
Druid Level	Nature Sense +2 to Knowledge (nature) and	d Survival						
1 🗆	Wild Empathy Improve the attitude of an an							
	Arctic Native	ımaı			₁			
2 🗆	Bonus in icy terrain							
3 □	Icewalking No movement penalty in icy	terrain						
, –	Arctic Endurance							
4 🗆	Endure cold, immune to dazz	ling						
6 □	Wild Shape Become any small or mediun	n animal			2			
	Snowcaster See normally in icy conditions; cast fire spells as cold spells.							
13 🗆	Flurry form							
15 🗆	Become a swirling colum of snow Timeless Body				3			
	No longer age, cannot be ma	gically aged						
	SPELLS	*						
Spell Save DC	Spells = Base per day = Spells	+ Bonus Spells						
Save DC	o per day spens	WIS - 4 WIS - 4 WIS - 8 WIS - 12			4			
	1							
	2							
	3							
	4				5			
	5							
	6	- 777						
	7							
	8				6			
	9							
Spell Save DC :	= 10 + WIS + Spell Level	_						
oncentration = WIS + Caster		- 000						
	NATURE BOND	Level	(000		 			
ANIMAL.	COMPANION X DOMAI	v						
	Joint La Dollar	. •						
ranted Power		Granted Power	- 000		8			
Tailled Fower								
Level		Level						
					9			
Uses		Uses						
per day	UIII DEMENDIN	per day	1	SCROLLS	#	X	POTIONS	*
ILD EMPAT	WILD EMPATHY	•						
ONUS	Druid Level	Misc						
	= CHA +	+						
	ARCTIC NATIVE	*						
RCTIC ONUS	Druid Level							
	= ÷ 2							
nus to Initiativ	re, Knowledge (geography), Pero	ception Stealth						
	e in aquatic terrains.	-passa, occario						
	WILD SHAPE	*						
l'in	nes per day Times	loday						