ΔR	Сī	TIC DRUID	Druid Level		I	PREPARED	SPELLS		*
7111			Wild = Shape	1					
		Level	Level	1		0			
DEITY			SO SAMELIA						
			OH OF CHILD						
		DDIIID	本 美	(
Druid		DRUID Natuur Zintuig	*			₁			
Level		+2 op Kennis (natuur) en O	verleven						
1	Ш	Wild Empathy Improve the attitude of an	animal						
2		Arctic Native							
		Bonus in icy terrain							
3		Icewalking No movement penalty in icy terrain				2			
4		Arctic Endurance							
			Indure cold, immune to dazzling						
6		Wilde Vorm Word eender welk klein of I	medium creatuur						
9		Snowcaster							
 		See normally in icy condition cast fire spells as cold spe	ons; Ils.			3			
13		Flurry form							
		Become a swirling colum o	of snow						
15		Timeless Body No longer age, cannot be n	nagically aged						
		SPELLS				4			
Spell		Spells _ Bas	is +Bonusspreuken						
Save DC	1	per day Spreu	ken 4 8 2						
		0	MIS WIS WIS WIS WIS WIS WIS WIS WIS WIS W						
		1				5			
		2							
		3							
		4							
		5				6			
		6							
		7							
		8							
		9	44			— 7			
Spell Save	DC :	= 10 + WIS + Spell Level							
Concentra	tion	= WIS +	Caster Level						
		NATURE BOND	Level			8			
× HUISI	DIER								
Animal Companion's Name									
Creature Typ	oe .					9			
					COROLIC			POWIONG	
*		WILD EMPATHY	7.		SCROLLS	,	*	POTIONS	*
WILDE EN	MРА	THIE Druid Lev	vel Misc						
BONUS									
		= CHA +	 +						
*		ARCTIC NATIVE	, ,						
ARCTIC BONUS		Druid Level							
		= ÷ 2							
Bonus to Ini	tiativ	e, Knowledge (geography), Pe	erception. Stealth						
		e in aquatic terrains.	seption, occurri	,					
X		WILD SHAPE							
	l'in	nes per day Time	es Today □□□						