| MOU | יואד | ΤΔΤ | ום ג | RIIII | | CONJUROS PREPARADOS | | | | | |
|---|---------|--|---|----------------------|---------------------------|---------------------|-------------|------------|---|----------|--|
| 14100 | JIN | | | Nive | el de | | | | | | |
| | | Nivel de Druida | | - 2 = Fo | orma Ivaje | | | _ 0 | | | |
| × | | 1 | DRUÍI | | - | | | _ | | | |
| Nivel de Druida | | | | turaleza | | | | | | | |
| 1 | | +2 a Saber (Naturaleza) y Supervivencia Empatía salvaje | | | rvivencia | | | | | | |
| | | Mejora la actitud del animal | | | | | | | | | |
| 2 | | Mountaineer Bonus in mountain terrain, cannot be tracked | | | | | | 1 | | | |
| | | Surefooted | | | | | | | | | |
| 3 | | No speed penalty on slopes, rubble or scree | | | oble or scree | | | | | | |
| 1 | | Spire Walker Endure cold, immune to altitude sickness, keep dexterity bonus when climbing Wild Shape | | | e sickness, | | | | | | |
| 4 | | | | | | | | _ | | | |
| 1 | | Become any small or medium animal or giant | | | | | | 2 | | | |
| | _ | Mountain Stance | | | | | | | | | |
| 9 | | | Immune to petrification, +4 to saves and CMD against attempts to move | | | | | | | | |
| 13 | | | Mountain Stone | | | | | | | | |
| -5 | | Become a weathered stony outcrop | | | crop | | | - - 3 | | | |
| 15 | | Cuerpo I No enve | | puede envejece | er mágicamente | | | _ 3 | | | |
| | | C | ONJU | ROS | | | | | | | |
| CD Sal | V | | Conjuros | | njuros Adicionales | | | | | | |
| de Conju | ros | | al Día | Base | - 4 - 12 | | | | | | |
| | | 0 | | | SAB SAB SAB SAB | | | - 4 | | | |
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| | | 3 | | | | | | | | | |
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| | | 5 | | | $\varphi \varphi \varphi$ | | | _ | | | |
| | | 6 | | | | | | | | | |
| | | 7 | | | | | | _ | | | |
| | | 8 | | | | | | – 6 | | | |
| | | 9 | | | | | | _ | | | |
| CD Salv de Conjuro = 10 + SAB + Nivel de Conjuro | | | | | | | | | | | |
| | ., | | | CAD . | Nivel de | | | _ | | | |
| Concentr | acion | | = | SAB + | Lanzador | | | - 7 | | | |
| VÍNCULO CON LA NATURALEZA | | | | | | | | _ | | | |
| X COMPAÑERO ANIMAL □ DOMINIO Nombre del Compañero Animal | | | | | | | | | | | |
| was companies ///////// | | | | | | | | 8 | | | |
| | | | | | | | | _ 0 | | | |
| Tipo de cri | atura | | | | | | | | | | |
| | | | | | | | | _ | | | |
| PONING I | DE EM | | TIA S | SALVAJE | * | | | _ 9 | | | |
| BONUS I SALVAJE | | IPATIA | N | Nivel de Druida | Misc | | PERGAMINOS | () | | POCIONES | |
| | | = CA | R + | + | | | I ERGAMINOS | | _ | TOCIONES | |
| | | MOI | INIT! A | INEER | | | | | | | |
| MOUNTA | AIN | MOC | JNIA | INEEK | - | | | | | | |
| BONUS | | Nivel de | Druida | | | | | | | | |
| | | = | - | ÷ 2 | | | | | | | |
| | | | | ge (geography), | Perception, | | | | | | |
| Stealth and | d Survi | | | ain terrains. ALVAJE | | | | | | | |
| | Ve | FORI eces al día | VIA SA | ALVAJE Veces h | ov . | | | | | | |
| | | Jee ui uid | | | | | | | | | |
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| Forma actu | ual | | | | | | | | | | |
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