PLAINS DRUID

Druidenstufe

Druidenstufe _____ − 2 = Wild Shape Level

DRUIDE

Druidenstufe		
1	☐	**Naturgespür** +2 to Knowledge (nature) and Survival **Wild Empathy** Improve the attitude of an animal
2	☐	**Plains Traveller** Bonus in plains terrain
3	☐	**Run Like The Wind** +10ft speed; once an hour, run at double speed
4	☐	**Savanna Ambush** Concealment and no penalty when prone; stand up from prone immediately **Wild Shape** Become any small or medium animal
9	☐	**Canny Charger** Charge through allies, turn 90° while charging, +4 AC and damage against a charging foe
13	☐	**A Thousand Faces** Change appearance at will
		Timeless Body No longer age, cannot be magically aged

penalty for riding bareback

ZAUBER

Zauber Rettungs SG		Zauber pro Tag	=	Grundzauber	+	Bonuszauber (WE / WE - 4 / WE - 8 / WE - 12)
	0					
	1					☐ ☐ ☐ ☐
	2					☐ ☐ ☐ ☐
	3					☐ ☐ ☐ ☐
	4					☐ ☐ ☐ ☐
	5					☐ ☐ ☐
	6					☐ ☐ ☐
	7					☐ ☐ ☐
	8					☐ ☐ ☐
	9					☐ ☐

Zauber Rettungs SG = 10 + WE + Zaubergrad

Konzentration ☐ = WE + _____ Zauberstufe

BUND MIT DER NATUR

☐ TIERGEFÄHRTE ☒ DOMAIN

Verliehene Fähigkeiten

Stufe

SG

Einsetzbar pro Tag ☐☐☐☐☐ ☐☐☐☐☐

Verliehene Fähigkeiten

Stufe

SG

☐☐☐☐☐ ☐☐☐☐☐ Einsetzbar pro Tag

TIEREMPATHIE

TIEREMPATHIE BONUS ☐ = CH + Druidenstufe + Sonstiges

PLAINS TRAVELLER

PLAINS BONUS ☐ = Druidenstufe ÷ 2

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

WILD SHAPE

Anzahl pro Tag ☐

Times Today ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

VORBEREITETE ZAUBER

0		
1	☐☐☐	☐☐☐
2	☐☐☐	☐☐☐
3	☐☐☐	☐☐☐
4	☐☐☐	☐☐☐
5	☐☐☐	☐☐☐
6	☐☐☐	☐☐☐
7	☐☐☐	☐☐☐
8	☐☐☐	☐☐☐
9	☐☐☐	☐☐☐

SCHRIFTROLLEN

TRÄNKE