рī	Γ.Δ1	NS DRU	IID	Druid Level	X		PREPARE	D S	SPELLS		*
		Druid	-2=	Wild T	7			-			
		Level		Level) -			
Devid		DRUI	D	#				-			
Druid Level		Nature Sense +2 to Knowledge	(nature) and	Survival							
1		Wild Empathy						-			
-		Improve the attitude of an animal Plains Traveller						-			
2		Bonus in plains terrain					1				
3		Run Like The Wind +10ft speed; once an hour, run at double speed						-			
		Savanna Ambush		run at double speed							
	_	Concealment and no penalty when prone; stand up from prone immediately						-			
4		Stand up from pr Wild Shape	tely				-				
		Become any sma	II or medium	animal			2	-			
9		Canny Charger Charge through allies, turn 90° while charging, +4 AC and damage against a charging foe						-			
								[
13		A Thousand Face Change appearar						[
45		Timeless Body					3	3			
15		No longer age, ca	annot be mag	ically aged							
7		SPEL	LS	<i>x</i> (
Spell		Spells	= Base	+ Bonus Spells				[
Save D	OC	per day	= Spells	- 4				. [
		0		WIS			-	ľ			
		1		- 7777				-			
		2						-			
		3						_ _			
		4					5				
		5						-			
		6									
		7		-				-			
		8					6) -			
		9		-				-			
Spell Sa	ave DC	= 10 + WIS + Spell I	 Level	-							
Cactor								-			
Concenti	ration		WIS +	Level			7	/ -			
X		NATURE		# (-			
□ ANI	MAL (COMPANION	S DOMAIN	ſ							_
								-			
Granted Power Granted Power						8	5 [
				le				[
Level				Level				-			
DC				DC			9) [
	ses er day			Uses per day							_
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WILD EI	MPAT										
BONUS		1	Druid Level	Misc							
		= CHA +		+							
``		PLAINS TRA	VELLER	, , , , , , , , , , , , , , , , , , ,							
PLAINS											
BONUS		Druid Level									
			2								
		ve, Knowledge (geog le in aquatic terrain		eption, Stealth							
LING OUI VIV	. 47 1111	WILD SH		# (
	Tir	nes per day	Times T	oday							
	- 1			7[7]							