D	R	U	II

Druid Level	1	_
Level Bonus	+	

	Ι	DRUID			2	1			_			
				evel nus	+				0			
GOTT	HEIT			1:4	AECHT C				_			
				CHI.	Solaren -							
				W. O.	G \ 902.							
*		DRU	ID		-				_			
Druid Level		Nature Sense	e (nature) and Su	امرشور					1			
1		Wild Empathy							_			
			ne attitude of an animal									
2		Woodland Stride Move through u		ormal sı	peed							
		and taking no da	amage						_			
3		Trackless Step Leave no trail, unless deliberately							2			
		Resist Nature's Lure							_			
4 □		+4 to saves against the fey a		plants								
		Wild Shape Become any sm	mall or medium animal									
9		Venom Immunit							- 3			
<u> </u>		A Thousand Fac			-				)			
13		Change appeara										
15		Timeless Body		-11								
		No longer age, o		any age	ea				_			
1		ZAUE			,				4			
Zaube Rettungs		Zauber pro Tag	= Grund- + zauber +	Bonus	zauber				_			
		0		4	WE - 8							
		1							_			
		2							- 5			
		3							-			
		4										
		5							_			
		6							- 6			
		7							-			
		8										
		9							_			
7auher F	Rettuna	s SG = 10 + WE +	7auhergrad		1				7			
	rettung	5 00 - 10 1 WE 1	Zuubergruu		Zauber-				-			
Konzentr	ation	=	WE +		stufe							
×		NATURE	BOND		<b>"</b>				8			
X TIEF			□ DOMAIN						-			
Animal Co	mpanio	n's Name										
									9			
Creature T	ype											
						×	SCHRIFTE	ROLLEN		×	TRÄNK	E
X .		WILD EM	PATHY		<b>"</b>							
WILD EN BONUS	MPAT	HY	Druid Level	Sonst	iges							
		= CH +			-							
*		WILD S			<b>—</b>							
	lim	nes per day	Times Tod	aay _								
Current Sha	ape											

VORBEREITETE ZAUBER