CII	7 A 1	MP DI	OIIIO	Druid		PREPARED SPELLS						
SW	/ AL		XUID	Level :								
		Druid Level	- 2 =	Shape Level					0			
			RUID	Level =		ì			U			
Druid		Nature Sen	se		\neg							
Level		+2 to Know Wild Empat	ledge (nature) ar	nd Survival								
		Improve the attitude of an animal		animal								
2		Marshwright Bonus in swamp terrain, cannot be tracked						1				
	_	Swamp Stri										
3		No movement penalty in bogs or undergro			rgrowth							
		Pond Scum +4 to saves against disease and the abilities										
4		of monstro	monstrous humanoids; amage reduction against swarms						2			
		Wild Shape										
		Become any small or medium animal Venom Immunity										
9		Immune to										
13		Slippery										
<u> </u>		Continous freedom of movement Timeless Body							3			
15			ige, cannot be m	agically ag	ed							
		SI	PELLS									
Spell		Sp	ells Base	e + Bonu	s Spells							
Save D	C		r day ⁼ Spell		- 8 - 12 - 12				4			
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Spell Sa	ve DC	= 10 + WIS + S	Spell Level									
Concentr	ation		= WIS -	+	Caster Level				7			
``		NATU	RE BOND									
★ ANIMAL COMPANION □ DOMAIN												
Animal Co	mpani	on's Name							8			
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Creature T	ype											
									0			
×		WILD	EMPATHY		*				9			
WILD EN BONUS	MPAT	HY	Druid Leve	el Mi	isc		SCROLLS	*	1		POTIONS	
		= CHA		+			OCITOLLO				1011011	,
CITABLE		MARS	HWRIGH1		#							
SWAMP BONUS Druid Level												
		=	÷ 2									
			e (geography), P	erception, S	Stealth,							
Survival a	and Sw		uatic terrains. D SHAPE									
	Tir	nes per day		s Today	*							
		22 70. 30.)	ПП	חחר								
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