MOON	TAIN DRUID st		VORBE		IL ZAODLI	
	Druiden-	Wild T				
	stufe L	evel		— 0		
Druiden-	Naturgespür	<i>y</i> (
stufe 1 □	+2 to Knowledge (nature) and S	urvival				
	Wild Empathy Improve the attitude of an anima	al				
2 🗆	Mountaineer			_ 1		
	Bonus in mountain terrain, cann	ot be tracked		_ 1		
3 🗆	Surefooted No speed penalty on slopes, rub	ble or scree				
	Spire Walker	.,				
4 🗆	Endure cold, immune to altitude keep dexterity bonus when clim					
	Wild Shape Become any small or medium ar	nimal or giant		2		
	Mountain Stance					
9 🗆	Immune to petrification, +4 to sagainst attempts to move	aves and CMD				
43 🗆	Mountain Stone					
13 🗆	Become a weathered stony outo					
for riding l	Timeless Body Are Dack No longer age, cannot be magic	ally aged		— 3		
-	ZAUBER					
Zauber		Bonuszauber				
Rettungs SG	pro Tag = zauber +	4 8 2				
	0	WE - WE -		— 4		
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	8	000		— 6		
	9					
Zauber Rettungs SG = 10 + WE + Zaubergrad						
Konzentration	= WE +	Zauber- stufe				
	UND MIT DER NATUR					
X TIERGEFÄ						
Animal Companio						
				8		
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``	TIEREMPATHIE	" (9		
TIEREMPATH		o .:				
BONUS	Druidenstufe	Sonstiges	SCHRIFTROLLEN		Ĭ.	TRÄNKE
	= CH + +					
×	MOUNTAINEER	,				
MOUNTAIN BONUS	Druidenstufe					
	= ÷2					
Bonus to Initiativ	e, Climb, Knowledge (geography),	Perception,				
Stealth and Survi	val while in mountain terrains.					
Anz	WILD SHAPE Times Too	≠ (
ΛN7						
AllZ		╡				