SWAI	MP DRUID Druiden- stufe	VORBER	EITE	TE ZAUBER
	Druiden 2 = Shape		_	
	stufe Snape Level		– 0	
×	DRUIDE		_	
Druiden- stufe	Naturgespür +2 to Knowledge (nature) and Survival			
1 🗆	Wild Empathy		_	
	Improve the attitude of an animal			
2 🗆	Marshwright Bonus in swamp terrain, cannot be tracked		_ 1	
3 🗆	Swamp Strider			
	No movement penalty in bogs or undergrowth Pond Scum			
4 -	+4 to saves against disease and the abilities		_	
4	of monstrous humanoids; damage reduction against swarms			
	Wild Shape Become any small or medium animal		_ 2	
	Venom Immunity		_	
9 🗆	Immune to all poisons			
13 🗆	Slippery Continous freedom of movement		_	
			- 3	
for riding t	Timeless Body No longer age, cannot be magically aged		_	
×	ZAUBER			
Zauber Rettungs SG	Zauber = Grund- + Bonuszauber pro Tag = zauber		_	
netturigs 30	4 8 -		- 4	
	1			
	2			
	3		- 5	
	4		_	
	5 - 111			
	6		_	
	7		– 6	
	8		_	
	9			
Zauber Rettung	is SG = 10 + WE + Zaubergrad		_	
Konzentration	= WE + Zauber-stufe		- 7	
В	UND MIT DER NATUR		_	
□ TIERGEFÄ	HRTE MOMAIN			
			_ 0	
Verliehene Fähig	keiten Verliehene Fähigk		_ 8	
ē				
Stufe	Stufe		_	
SG	SG		_ 9	
	r			O O O
pio rag	TIEREMPATHIE	SCHRIFTROLLEN		TRÄNKE
TIEREMPATH	IE			
BONUS	Druidenstufe Sonstiges = CH + +			
	MARSHWRIGHT			
SWAMP				
BONUS	Druidenstufe			
	÷ 2			
	e, Knowledge (geography), Perception, Stealth, n while in aquatic terrains.			
National and Swift	WILD SHAPE			
Anz	ahl pro Tag Times Today			