DRUID Caster Level						1	PREPARED SPELLS						
					Level onus				0				
DEITY					ق، وأدا								
DLIII					\$\$\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\	iği							
					CHAOTIC CENT								
×			DRU	ID									
Druid		Nature							1				
Level 1		+2 to K Wild Er		e (nature) and S	Survival								
				itude of an anim	nal								
2		Woodland Stride Move through undergrowth at normal speed and taking no damage											
3		Trackle	ss Step	ınless delibratel	lu.				2				
			Nature's		ıy								
4		+4 to s	aves agai	inst the fey and	l plants								
~		Wild SI Becom	hape e any sma	all or medium a	animal								
		Venom	Immunit	ty		T							
9		Immun	e to all po	oisons		 			3				
13			sand Fac	es ance at will									
15		Timele	ss Bodv										
15		No lone	ger age, c	cannot be magic	cally aged	1							
*			SPEL	LS	,	1			 4				
Spell Save DC	,		Spells per day	= Base Spells	+ Bonus Spells								
Save Do	,	0	per day	эренз	S - 4 S - 8 S - 12								
					W W SI W								
		1							5				
		2											
		3											
		4											
		5							6				
		6											
		7			777								
		8			770								
		9							— 7				
Spell Sav	e DC	= 10 + WI	S + Spell	Level									
Concentra	ation		=	WIS +	Caste Level								
``		NΙΛ	TIIDE	BOND					8				
	1ΑΤ. (□ DOMAIN									
Animal Com													
Creature Type									9				
							0				DOTION		
WILD EMPATHY							- 50	CROLLS	,	*	POTIONS	,	
WILD EM	IPAT												
BONUS				Druid Level	Misc								
		= C1	HA +	+	-								
×		W	ILD SI	HAPE									
	Tin	nes per da	ay	Times To	oday								

Current Shape