

2062

638

- 2 =

638

2036

509

639

638

1

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2061
+2 to Knowledge (dungeoneering) and Survival
636
Improve the attitude of an animal

2

☐

2060
Move through narrow passages or rubble
at normal speed and taking no damage

3

☐

2059
Cannot be detected by tremorsense

4

☐

2058
+2 to saves against the oozes and aberrations
2057
Become any small or medium animal or ooze

9

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631
Immune to all poisons

13

☐

630
Change appearance at will

15

☐

629
No longer age, cannot be magically aged

272

280

279

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278

+

274

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23

313

312

311

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290

211

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23

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210

642

✗ 194

☐ 640

641

190

628

627

BONUS

626

60

= 19

+

+

643

646

645

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☐☐☐☐
☐☐☐☐

644

283

0

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496

495