(12	(7 A 1	MP D	DII	ID	Druider				VORBEREIT	ΈT	E ZAUBE	R	*
3 V	V ALI		KUI	LD	stu1 Wi	2	1						
		Druiden- stufe		- 2	Shap	oe				0			
×			DRUID		Lev	el Z	(U			
Druiden) -	Naturges	pür										
stufe 1		+2 to Kno		(nature) a	and Sur	vival							
			the attitude of an animal										
2		Marshwri Bonus in		errain ca	annot he	e tracked				1			
		Swamp S		• •									
3		No mover	nalty in bogs or undergrowth										
		Pond Scum +4 to saves against disea			ase and the abilities								
4		of monstr	rous humanoids; reduction against swarms										
		Wild Shap	pe							2			
\vdash		Become any small or medium animal Venom Immunity											
9	9												
13 Slippery Continous freedom of movement													
H-		Timeless Body			ovement					3			
15		No longer		nnot be n	nagicall	ly aged							
		Z	ZAUBE	ER									
Zaube			Zauber	= Grun	nd- ₊ E	Bonuszauber ~							
Rettungs	SSG		oro Tag	zaub	oer	4 00 -				4			
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Zauber Rettungs SG = 10 + WE + Zaubergrad Zauber-													
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	nsetzba o Tag	ar						SCHRIFTROLI	EN .	1		TRÄNK	Œ .
*		TIER	EMPA	THIE		*		SCHRIFTROLI			_	IKANI	AL ,
TIEREM BONUS	PATH	IIE	D	ruidenst	ufe S	Sonstiges							
		= CF	i +		+	oonongoo							
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SWAMP	,	MAR	SHWR	alGill									
BONUS		Druiden	nstufe										
		=	*	2									
		re, Knowledg			erceptio	on, Stealth,							
Survival a	na Swii	m while in a	iquatic te LD SH				1						
	Anz	zahl pro Tag		Time	es Toda								