MOI	TNT	TAIN D	DITT Nivel de	×	CONJUROS	PR	EPARADOS	
MOC	ΣIA		RUID Druida Nivel de					
		Nivel de Druida	- 2 = Forma Salvaje			0		
×		DRUÍ				U		
Nivel de	:	Sentido de la Na						
Druida 1		+2 a Saber (Nati Empatía salvaje	uraleza) y Supervivencia					
		Mejora la actitu						
2		Mountaineer	ain tarrain, connet be treeked			1		
		Surefooted	ain terrain, cannot be tracked					
3		No speed penalty on slopes, rubble or scree						
		Spire Walker	mune to altitude sickness,					
4			onus when climbing					
		Wild Shape Become any sm.	all or medium animal or giant			2		
		Mountain Stance Immune to petrification, +4 to saves and CMD against attempts to move						
9								
12		Mountain Stone						
13		Become a weath	nered stony outcrop			_		
15		Cuerpo Eterno No longer age o	cannot be magically aged			3		
			3 7 3					
CD Sal	v	CONJU						
de Conju		al Día	s = Conjuro € onjuros Adicionales Base + ∞ ~					
		0	SAB SAB - SAB - SAB -			4		
		1						
		2						
		3						
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		5						
		6						
		7						
		8				6		
		9						
CD Salv	de Con	ijuro = 10 + SAB +						
	uc 001		Nivel de					
Concentración = SAB + Lanzador						7		
			NATURALEZA 🗾					
□ COM	PAÑE	ERO ANIMAL	X DOMAIN					
						0		
Poder Con	rcedido)	Poder Concedido			8		
			=					
Nive			Nive					
CD			CD			9		
Us	os día		Usos					
all	uid	EMPATIA S		*	PERGAMINOS *		POCIONES	
BONUS I		IPATÍA						
SALVAJE			Nivel de Druida Misc					
		= CAR +	· +					
*		MOUNTA	AINEER					
MOUNTA BONUS	AIN	Nivel de Druida						
201100			÷ 2					
Bonus to Initiative, Climb, Knowledge (geography), Perception,								
Stealth and Survival while in mountain terrains.								
` .		FORMA SA	ALVAJE					
	Ve	eces al día	Veces hoy					
	L							