ARC'	TIC DRUID Druider		VO	RBEREITE	TE ZAUBER		*
	Druiden- — 2 = Shar						
	stufe Lev	el		O			
GOTTHEIT		Si Ciang					
		Thought the control of the control o					
	DRUIDE						
Druiden- stufe	Naturgespür			1			
1 🗆	+2 to Knowledge (nature) and Sur- Wild Empathy	vival \Box					
	Improve the attitude of an animal						
2 🗆	Arctic Native Bonus in icy terrain						
3 🗆	Icewalking						
	No movement penalty in icy terrai			2			
. □ Er	Endure cold, immune to dazzling						
. –	Wild Shape Become any small or medium anir	mal					
9 🗆	Snowcaster						
, –	See normally in icy conditions; cast fire spells as cold spells.			3			
13 🗆	Flurry form Become a swirling colum of snow						
4= =	Timeless Body						
15 🗆	No longer age, cannot be magicall	y aged					
<u> </u>	ZAUBER	7		 4			
Zauber Rettungs SG	Zauber = Grund- + E pro Tag = zauber	Bonuszauber					
go oo	0	WE - 4 WE - 8 WE - 12					
	1						
	2			5			
	3						
	4						
	5			6			
	6						
	7						
	8						
	9			7			
Zauber Rettun	gs SG = 10 + WE + Zaubergrad						
Konzentration	= WE +	Zauber-					
	BUND MIT DER NATUR			8			
X TIERGEF							
Animal Compani	on's Name						
rt				9			
	######################################	K	SCHRIFTROLLEN	—		TRÄNKE	,
TIEREMPATH	TIEREMPATHIE						
BONUS		Sonstiges					
	= CH + +						
	ARCTIC NATIVE						
ARCTIC BONUS	Druidenstufe						
-01100	= :2						
Sonus to Initiatio	ve, Knowledge (geography), Perceptic	on Stealth ——					
nd Survival whi	le in aquatic terrains.	,, otcuitti					
	WILD SHAPE	*					
An	zahl pro Tag Times Toda	у					