RE	IN	CARNATED	Druid }	-	1	PREPARED	SPELLS		*
	I	DRUID	Level	1 1 1					
		Druid – 2	Wild Shape	1		0			
		Level	Level	1					
Druid	K	EINCARNATED DR  Nature Sense	OID *						
Level		+2 to Knowledge (nature) a	and Survival						
1 1		Wild Empathy Improve the attitude of an	animal						
		Mysterious Stranger				1			
2		Add half your level to the Diplomacy and Knowledge							
3		Trackless Step							
		Leave no trail, unless deliberately  Resist Death's Touch							
4		+4 to saves against death effects, energy drain and necromancy				2			
<u> </u>		Many Lives Reincarnate if killed							
5									
		Wild Shape Become any small or medium animal							
		Cheat Death							
9		Reroll a save against death drain or necromancy	n effects, energy			3			
12		A Thousand Faces							
13		Change appearance at will							
15		Tongue of the Sun and Moon Speak with any living creature							
		SPELLS				4			
Spell		Spells Bas	se , Bonus Spells						
Save D	C	per day Spe	lls 4 8 2						
		0	WIS			5			
		1							
		2							
		3							
		4				6			
		5							
		6							
		7 8							
		9				7			
Snell Sa	VA DC	= 10 + WIS + Spell Level							
- Орен оа	VE DO		Caster						
Concentr	ation	= WIS	+ Level			8			
``		NATURE BOND	*						
		COMPANION DOMA	AIN						
Animal Co	mpanio	on's Name				9			
						9			
Creature T	ype				SCROLLS		<b>.</b>	POTIONS	*
		WILD FAIDATIN	,	1					
WILD EN	ИРАТ	WILD EMPATHY	,						
BONUS		Druid Lev	vel Misc						
		= CHA +	+						
×		WILD SHAPE		(					
	Tin	nes per day Time	es Today						
Current Ch.	anc								
Current Sha	ape								
~									