| DE | CE | RT DRUID | Poziom | × | PRZYG | OTOWA | NE CZAR | RY | <i>#</i> (|
|--------------------|---------------|---|--------------------------------|-----------------|-------|------------|---------|----------|------------|
| DE | SOE | KI DKUID | Druida j | | | | | | |
| | | Poziom – 2 Druida | ≼ ształtu | | | | | | |
| 7 | | DRUID | Natury | | | — 0 | | | |
| Poziom | | Zmysł natury | | | | | | | |
| Druida 1 | | +2 to Knowledge (nature) | and Survival | | | | | | |
| | | Empatia z Dziczą Doskonali postępowanie z | ze zwierzętami | | | | | | |
| 2 | | Desert Native Bonus in desert terrain | | | | 1 | | | |
| - | | Sandwalker | | | | | | | |
| 3 | | No movement penalty in s | andy terrain | | | | | | |
| 1 | | Desert Ensurance Endure hot, reduced need to eat and drink | | | | | | | |
| 4 | | Wild Shape | | | | | | | |
| | | Become any small or med Shaded Vision | ium animal or vermin | | | 2 | | | |
| 9 | | Immune to blinding, dazzling; +2 to saves against gaze attacks, figments and patterns | | | | | | | |
| - | | against gaze attacks, fign Dunemeld | nents and patterns | | | | | | |
| 13 | | Become a swirling mass of | of sand | | | | | | |
| 15 | | Ponadczasowe ciało | byé postarzany za pom | Oca magii | | — 3 | | | |
| <u></u> | | Nie starzeje się, nie może | byc postarzany za pom | | | | | | |
| ST Rzut | | CZARY | Promiowo Czory | | | | | | |
| Obronne | | Czary = Cz: na dzień = Baz | Premiowe Czary | | | | | | |
| | | 0 | RZT RZT - RZT - RZT - | | | _ 4 | | | |
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| | | 7 | | | | | | | |
| | | 8 | | | | _ 6 | | | |
| | | 9 | | | | | | | |
| ST Rz. 0 | br. = 1 |) + RZT + Poziom Czaru | | | | | | | |
| Koncentra | acja | = RZT | + Poziom | eg e | | | | | |
| `` | | WIĘŹ Z DZICZ | | | | 7 | | | |
| □ ZWII | ERZĘ | CY TOWARZY DOM | _ | | | | | | |
| | | | | | | | | | |
| Zesłana M | 0 C | | Zesłana Moc | | | 8 | | | |
| | | | <u> </u> | | | | | | |
| Poziom | | | Poziom | | | | | | |
| ST | | | TS | | | 9 | | | |
| Uży | ycia dzień | |]□ Użycia]□ na dzień | | | / | | | |
| IIIa | uzicii | WIĘŹ Z DZICZA | | × | ZWOJE | | × | MIKSTURY | , (|
| WIĘŹ Z I | | ZĄ | | | | | | | |
| PREMIA | | Poziom Di | | | | | | | |
| | | = CHA + | + | | | | | | |
| X | | DESERT NATIV | E | | | | | | |
| DESERT BONUS | | Poziom Druida | | | | | | | |
| | | = ÷2 | | | | | | | |
| Bonus to Ir | nitiativ | e, Knowledge (geography), F | Perception, Stealth | | | | | | |
| | | e in aquatic terrains. | | | | | | | |
| - | | KSZTAŁT NATUI | | | | | | | |
| | Uży | | /ć dzisiaj I□□□ | | | | | | |
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