۸R	СТІ	C DRUID	Druid Level	`		PREPARE	D SI	PELLS		*
AI	CII		Wild	7			_			
		Druid – 2 =	Shape Level) —			
×		DRUID	,				_			
Druid Level	Na	ature Sense 2 to Knowledge (nature) a	nd Curvivol							
	□ Wi	ild Empathy					_			
		prove the attitude of an a	animal				_			
2		rctic Native onus in icy terrain				1	_			
3		ewalking					_			
	INC	o movement penalty in icy	y terrain							
4		ndure cold, immune to daz	zzling				_			
6		Wild Shape Become any small or medium animal					_			
	Sr	nowcaster	vcaster				_			
9	Se	See normally in icy conditions; cast fire spells as cold spells.					_			
12	_ Flo	urry form								
13		ecome a swirling colum of	f snow				_			
15		meless Body o longer age, cannot be m	nagically aged			3	5 —			
		SPELLS					_			
Spell			e + Bonus Spells							
Save DC	7	per day Spel	ls 4 8 5				_			
	0		WIS - SIM			<i>L</i>	r —			
	1						_			
	2		_							
	3									
	4		_			5				
	5									
	6		_							
	7									
	8		_			<i>6</i>				
	9									
Spell Save	e DC = 10	+ WIS + Spell Level	Contor	- 000						
Concentra	tion	= WIS +	Caster Level			7	, 🗆			
×		NATURE BOND	# (
□ ANIM	AL COM	IPANION 🕇 DOMA	IN							
							_			
Granted Power Granted Power						8	5 _			
le/			le /e							
Level			Level				_			
DC			DC			9	_			
Uses per o					COROLLC				POTIONS	
	1	WILD EMPATHY	, (SCROLLS	*	*		POTIONS	*
WILD EMI BONUS	PATHY	Druid Leve	el Misc							
	=	CHA +	+							
		A DCTIC NATIVE		1						
ARCTIC		ARCTIC NATIVE	# (
BONUS		Druid Level								
	=	÷ 2								
		nowledge (geography), Pe aquatic terrains.	erception, Stealth							
aliu Survival	i willie ifi	WILD SHAPE	<i>x</i> (
	Times p	per day Time	s Today							