ΔR	201	TIC DRUID	Druid Level			PREPARED	SPELLS		*
AI		- 11	Wild	- <u>i</u> 7					
		Level – 2	= Shape Level			0			
X		DRUID	,	[
Druid Level		Nature Sense +2 to Knowledge (nature)	and Survival						
1		Wild Empathy							
		Improve the attitude of an Arctic Native	animal						
2		Bonus in icy terrain				1			
3		Icewalking	ou torroin						
		No movement penalty in it	cy terrain						
4		Endure cold, immune to da	azzling						
		Wild Shape Become any small or med	ium animal			2			
9		Snowcaster See normally in icy conditions; cast fire spells as cold spells.							
13		Flurry form							
		Become a swirling colum of snow Timeless Body							
15		No longer age, cannot be magically aged		<u> </u>		3			
`		SPELLS	,						
Spell	,	Spells = Ba	se + Bonus Spells						
Save DC	,	per day Spe	4 % -						
		0	MIS			 4			
		1							
		2							
		3							
		4				5			
		6							
		7							
		8				6			
		9				0			
Snall Sav		= 10 + WIS + Spell Level							
	Caster			- 000					
Concentra	ation	= WIS	+ Level			7			
× .		NATURE BOND							
	IAL C	OMPANION M DOMA	AIN						
Granted Power Granted Power				8					
Level			Level						
DC :			DC			9			
Use per	es day]□ Uses]□ per day						
\		WILD EMPATHY	Y Z		SCROLLS	-	*	POTIONS	*
WILD EM BONUS	[PAT]	HY Druid Le	vel Misc						
		= CHA +	+						
				1					
ARCTIC		ARCTIC NATIVE	<u>, </u>						
BONUS		Druid Level							
		= ÷2							
		e, Knowledge (geography), F	Perception, Stealth						
ına Surviva	ai While	e in aquatic terrains. WILD SHAPE		1					
	Tim		es Today						