

DESERT DRUID

Druiden-
stufe

Wild

Shape

Level

Druiden-
stufe

- 2 =

DRUIDE

| | | |
|-------------------------------|--------------------------|--|
| Druiden- stufe 1 | <input type="checkbox"/> | Naturgespür +2 to Knowledge (nature) and Survival Tierempathie Improve the attitude of an animal |
| 2 | <input type="checkbox"/> | Desert Native Bonus in desert terrain |
| 3 | <input type="checkbox"/> | Sandwalker No movement penalty in sandy terrain |
| 4 | <input type="checkbox"/> | Desert Ensurance Endure hot, reduced need to eat and drink Wild Shape Become any small or medium animal or vermin |
| 9 | <input type="checkbox"/> | Shaded Vision Immune to blinding, dazzling; +2 to saves against gaze attacks, figments and patterns |
| 13 | <input type="checkbox"/> | Dunemeld Become a swirling mass of sand |
| 15 | <input type="checkbox"/> | Zeitloser Körper altert nicht mehr, kann magisch nicht gealtert werden |

ZAUBER

| Zauber Rettungs SG | | Zauber pro Tag | = | Grund- zauber | + | Bonuszauber |
|-----------------------|----------|-------------------|---|------------------|---|---|
| | 0 | | | | | WE - 4 WE - 8 WE - 12 |
| | 1 | | | | | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| | 2 | | | | | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| | 3 | | | | | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| | 4 | | | | | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| | 5 | | | | | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| | 6 | | | | | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| | 7 | | | | | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| | 8 | | | | | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| | 9 | | | | | <input type="checkbox"/> <input type="checkbox"/> |

Zauber Rettungs SG = 10 + WE + Zaubergrad

Konzentration

= WE +

Zauber-
stufe

BUND MIT DER NATUR

☐ TIERGEFÄHRTE

☒ DOMAIN

Verleihe Fähigkeiten

Verleihe Fähigkeiten

| | | | |
|--|-----------------------|---|---|
| | Stufe | | Stufe |
| | SG | | SG |
| | Einsetzbar pro Tag | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |

TIEREMPATHIE

TIEREMPATHIE

BONUS

Druidenstufe

Sonstiges

= CH +

+

DESERT NATIVE

DESERT

BONUS

Druidenstufe

= ÷ 2

Bonus to Initiative, Knowledge (geography), Perception, Stealth
and Survival while in aquatic terrains.

TIERGESTALT

Anzahl pro Tag

mal pro Tag

VORBEREITETE ZAUBER

0

1

2

3

4

5

6

7

8

9

SCHRIFTROLLEN

TRÄNKE