

# DESERT DRUID

Druiden-  
stufe

Druiden-  
stufe

- 2 = Tier  
gestalt  
Level

GOTTHEIT



## DRUIDE

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

## ZAUBER

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

Zauberrettungs SG = 10 + WE + Zaubergrad

Konzentration  = WE + Zauber-  
stufe

## BUND MIT DER NATUR

☒ TIERGEFÄHRTE

☐ DOMAIN

Tiergefährtes Name

Art

## TIEREMPATHIE

TIEREMPATHIE

BONUS

Druidenstufe Sonst. Mod.

= CH + +

## DESERT NATIVE

DESERT

BONUS

Druidenstufe

= ÷ 2

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

## TIERGESTALT

Anzahl pro Tag

Heute verwendet

☐ ☐ ☐ ☐  
☐ ☐ ☐ ☐  
☐ ☐ ☐ ☐

## VORBEREITETE ZAUBER

0

1

2

3

4

5

6

7

8

9

## SCHRIFTROLLEN

## TRÄNKE