

PLAINS DRUID

Druiden-
stufe

Druiden-
stufe

Wild
Shape
Level

- 2 =

DRUIDE		
Druiden- stufe		
1	<input type="checkbox"/>	Naturgespür +2 to Knowledge (nature) and Survival Wild Empathy Improve the attitude of an animal
2	<input type="checkbox"/>	Plains Traveller Bonus in plains terrain
3	<input type="checkbox"/>	Run Like The Wind +10ft speed; once an hour, run at double speed
4	<input type="checkbox"/>	Savanna Ambush Concealment and no penalty when prone; stand up from prone immediately Wild Shape Become any small or medium animal
9	<input type="checkbox"/>	Canny Charger Charge through allies, turn 90° while charging, +4 AC and damage against a charging foe
13	<input type="checkbox"/>	A Thousand Faces Change appearance at will
15	<input type="checkbox"/>	Timeless Body No longer age, cannot be magically aged

ZAUBER		
Zauber Rettungs SG	Zauber pro Tag	= Grund- zauber + Bonuszauber
	0	
	1	
	2	
	3	
	4	
	5	
	6	
	7	
	8	
	9	

Zauber Rettungs SG = 10 + WE + Zaubergrad

Konzentration

= WE +

Zauber-
stufe

BUND MIT DER NATUR

☒ TIERGEFÄHRTE

☐ DOMAIN

Animal Companion's Name

Art

TIEREMPATHE

TIEREMPATHE
BONUS

Druidenstufe

Sonstiges

= CH +

PLAINS TRAVELLER

PLAINS
BONUS

Druidenstufe

= ÷ 2

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

WILD SHAPE

Anzahl pro Tag

Times Today

☐☐☐☐
☐☐☐☐
☐☐☐☐

VORBEREITETE ZAUBER

0

1

2

3

4

5

6

7

8

9

SCHRIFTROLLEN

TRÄNKE