| URBAN DRUID Nivel de Druida | | CONJUROS PREPARADOS | | |
|-----------------------------|---|---------------------|---|----------|
| ORD | Nivel de \ | | | |
| | Nivel de — 4 = Forma Druida Salvaje | | 0 | |
| DEIDAD | | | | |
| | | | | |
| | A To Like | | | |
| * | DRUÍDA 🗾 | | | |
| Nivel de Druida | Sentido de la Naturaleza +2 a Saber (Naturaleza) y Supervivencia | | 1 | |
| 1 🗆 | Empatía salvaje | | | |
| | Mejora la actitud del animal | | | |
| | Zancada Forestal Mueves a través de maleza a vel. normal | | | |
| 2 🗆 | y no recibes daño Lorekeeper | | | |
| | +2 Diplomacy, Knowledge (local, history, nobility) | | 2 | |
| | Resist Temptation | | | |
| 4 - | +2 to saves against divination and enchantment | | | |
| 4 | Forma Salvaje Se transforma en cualquier animal pequeño o me li | ano | | |
| 6 🗆 | Las Mil Caras | | 3 | |
| | Change appearance at will | | | |
| 9 🗆 | Mental Strength Immune to charm and compulsion effects | | | |
| 15 🗆 | Cuerpo Eterno | | | |
| 15 🗆 | No longer age, cannot be magically aged | | 4 | |
| × | CONJUROS | | _ | |
| CD Salv de Conjuros | Conjuros al Día = Conjuros onjuros Adicionales | s | | |
| | SAB SAB Base 4 4 8 8 8 8 8 12 12 12 12 12 12 12 12 12 12 12 12 12 | | | |
| | 1 | | 5 | |
| | 2 | | | |
| | 3 | | | |
| | 4 | | | |
| | 5 | | 6 | |
| | | | | |
| | | | | |
| | 8 | | | |
| | | | 7 | |
| CD Coludo Con | 9 | | 4 | |
| CD Salv de Coi | Minel de | | | |
| Concentración | = SAB + Lanzador | | _ | |
| VÍNC | ULO CON LA NATURALEZA 🗾 | | 8 | |
| □ COMPAÑI | ERO ANIMAL 🗙 DOMAIN | | | |
| | | | | |
| Poder Concedido | Poder Concedido | | 9 | |
| | | | | |
| Nive | Niv. | PERGAMINOS | | POCIONES |
| CD | Q | | | |
| Usos al día | Usos | | | |
| ai did | BONUS DE EMPATÍA | | | |
| BONUS DE EN | // IPATÍA | | | |
| SALVAJE | Nivel de Druida Misc | | | |
| | = CAR + + | | | |
| FORMA SALVAJE | | | | |
| V | eces al día Veces hoy | | | |
| | | | | |
| | | | | |
| | | | | |