| SW | 7Δ1 | ИΡ | DRU | TD | D Nivel | | CONJUROS PREPARADOS | | | | | | |
|--|----------|--|--|----------|---------------------|--|---------------------|-----------------------|--------------|---|---|----------|---|
| | , , , , | | | | Nivel | de T | | | | | | | |
| | | Nivel d Druid | ie Ia | _ | 2 = Form | | | | | 0 | | | |
| × | | | DRUÍI | DA | | | | | | | | | |
| Nivel de Druida | ! | | o de la Na | | | | | | | | | | |
| 1 | | +2 a Saber (Naturaleza) y Supervivencia Empatía salvaje Mejora la actitud del animal | | | | vencia | | | | | | | |
| | | | | | | | | | | | | | |
| 2 | | Marshwright Bonus in swamp terrain, cannot be tracked | | | | e tracked | | | | 1 | | | |
| 3 | | Swamı | p Strider | | | | | | | | | | |
| | | | novement penalty in bogs or undergrowth | | | | | | | | | | |
| 4 | | Pond Scum +4 to saves against disease and the abilities | | | | he abilities | | | | | | | |
| | | of monstrous humanoids; damage reduction against swarms | | | | | | 3 | | | | | |
| | | Forma | Forma Salvaje Se transforma en cualquier animal pequeño o med | | | | dima | | | 2 | | | |
| <u> </u> | | Inmunidad al veneno | | | | | | | | | | | |
| 9 | | Inmune a todos los venenos | | | | | | | | | | | |
| 13 | | Slippe Contin | opery ntinous freedom of movement | | | | | | | | | | |
| 15 | | Cuerpo | Cuerpo Eterno | | | | | | | | | | |
| 15 | | No longer age, cannot be magically aged | | | | | | | | | | | |
| * | | | CONJU | ROS | | | | | | | | | |
| CD Sal de Conju | | | Conjuros al Día | = C | onjuro\$onj Base | uros Adicionale | s | | | | | | |
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| | | 9 | | | | | | | | | | | |
| CD Salv | de Con | juro = 10 |) + SAB + N | Nivel d | le Conjuro | | | | | | | | |
| Concentr | ooión | | | SA | R + | | | | | 7 | | | |
| | | | | | | Lanzado | | | | 1 | | | |
| VÍNCULO CON LA NATURALEZA ★ COMPAÑERO ANIMAL □ DOMAIN | | | | | | | | | | | | | |
| Nombre de | | | |] DO | WAIN | | | | | | | | |
| | | | | | | | | | | 8 | | | |
| Tipo de cri | atura | | | | | | | | | | | | |
| i ipo de oil | a cui a | | | | | | | | | | | | |
| `` | | BONI | JS DE E | ΞМΡ | ATÍA | | | | | 9 | | | |
| BONUS I | DE EM | | | | | | | | | | | | |
| SALVAJE | | | | livel de | e Druida - | Misc | * | PERGAMI | NOS * | 7 | * | POCIONES | 5 |
| | | = C | AR + | | + | | | | | | | | |
| * | | MA | ARSHW | /RIC | HT | × | | | | | | | |
| SWAMF BONUS | • | Nivel | de Druida | ı | | | | | | | | | |
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| Bonus a l | niciativ | | | | cención S | ailo. Sunerviver | ıcia v Nadar cu | ianto está en terrend | os acuáticos | | | | |
| Donus a I | oidtiV | | | - | | 5.10, Superviver | .cia j itadai 60 | a cota en terrent | | | | | |
| N C | ., | | RMA SA | | | | | | | | | | |
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