٨٨١	TAT	TIC DRUID	Druid Level	×	PREPARE	ED	SPELLS		, , , , , , , , , , , , , , , , , , ,
AQC	JA		Wild \	7					
		Druid – 2 =	Shape Level			0			
*		DRUID	*						
Druid Level		Чувство природы +2 к навыкам Знание (при	пола) и Выживания						
1		Дикое сопереживание							
-		Улучшает отношение живо Aquatic Adaptation	ОТНЫХ						
2		Bonus while in aquatic terra	ain			1			
3		Natural Swimmer Swim at half land speed							
4		Resist Ocean's Fury							
		+4 to saves against water s Дикая форма		ппп					
		Превращаться в любое ма	ленькое или средн	е животное		2			
9		Seaborn Aquatic subtype, amphibiou							
		at land speed, endure cold							
13		Deep Diver Damage reduction, withstar	nd deep pressure						
15		Вечное тело	ogiaally			3			
		No longer age, cannot be m	agically aged)			
		SPELLS	, (
Spell Save D		Spells = Base per day = Spell	Bonus Spells						
		0	MIS WIS WIS WIS WIS WIS WIS WIS WIS WIS W			4			
		1				•			
		2							
		3	_						
		4	_		!	5			
		5	_						
		6	_						
		7	_						
		8				6			
		9							
Spell Save DC = 10 + WIS + Spell Level									
Concent	ration	= WIS -	Caster Level			_			
NATURE BOND					7				
		COMPANION DOMA	IN						
Animal Co	mpanio	on's Name							
						8			
Creature T	уре								
		нус Дикого сопережив	ания 🗾			9			
BONUS	кого со	переживания Druid Leve	el Misc						
		= CHA +	+	SCRO	DLLS -		*	POTIONS	# (
`	A	QUATIC ADAPTATI	ION						
AQUATI	C	Druid Level							
BONUS		= ÷ 2							
Donus to I	niti ativ		reention Cteelth						
Survival a	nd Swir	e, Knowledge (geography), Pe n while in aquatic terrains.	reeption, stealth,						
,		WILD SHAPE	" (
	Tin	nes per day Times	s Today □□□						
Current Sh	nape								