MOU	J N '	TAIN D	RUID	Druid Level	×		PREPARI	ED	SPELLS		<i>x</i> (
		Druid		Wild							
		Level	- 2 = S	Level				0			
		DRU		*							
Druid Level		Senso da Nature +2 em Conhecin		a) e em Sobrevivên	ıcia						
1		Empatia com a l	Natureza	·							
-		Melhora a Atitude de um Animal Mountaineer									
2		Bonus in mountain terrain, cannot be tracked						1			
3		Surefooted	footed peed penalty on slopes, rubble or scree								
		Spire Walker	e Walker								
\ ,		Endure cold, immune to altitude sickness, keep dexterity bonus when climbing Wild Shape									
4	Ш							2			
			Become any small or medium animal or giant Mountain Stance					_			
9		Immune to petri	Immune to petrification, +4 to saves and CMD								
		against attempts to move Mountain Stone									
13		Become a weath		crop							
15		Corpo Atempora	po Atemporal o envelhece, ignora magias de envelhecimen o					3			
<u></u>											
Spell		SPEL Spells		Popus Chelle							
Save D		per day	= Spells	+ Bonus Spells							
		0		WIS -				4			
		1		7777							
		2		000							
		3		+ + + +				_			
		4						5			
		5		+ + +							
		6		+ + +							
		7									
		8						6			
		9									
Spell Sa	ve DC =	= 10 + WIS + Spell	Level								
Concentration = WIS + Caster Level								7			
				Level				1			
	MAL C	COMPANION									
Animal Co											
								8			
Creature T	уре										
*	EMI	PATIA COM	A NATUR	EZA				9			
EMPATI BÔNUS	A COI	M A NATUREZA	A Druid Level	Misc							
DONOS		= CHA +			*	SCROLLS	*		*	POTIONS	x (
MOUNT	A TRI	MOUNTA	AINEER	×							
BONUS	AIIV	Druid Level									
		= .	÷ 2								
Bonus to I	nitiativ	e, Climb, Knowled	ge (geography)	, Perception,							
Stealth an	d Survi	val while in mount WILD S		× (
	Tim	nes per day	Times To	oday							
Current Sh	iape										