٨٨١	TAT	ΓIC DRUID	Druid Level	×	PREPA	RED	SPELLS		*
AQC	J A J		Wild			_			
		Druid – 2 = Level	Shape Level			- 0			
×		DRUID	*			-			
Druid Level		Senso da Natureza +2 em Conhecimento (natur	reza) e em Sohrevivên	cia					
1		Empatia com a Natureza				_			
\vdash		Melhora a Atitude de um An Aquatic Adaptation	imal			-			
2		Bonus while in aquatic terra	nin			. 1			
3		Natural Swimmer Swim at half land speed				-			
4		Resist Ocean's Fury							
		+4 to saves against water s Forma Selvagem				-			
		Torna-se qualquer animal m	édio ou pequeno			2			
9		Seaborn Aquatic subtype, amphibiou	s trait, swim			_			
		at land speed, endure cold							
13	13 Deep Diver Damage reduction, withstand deep p		nd deep pressure						
15		Corpo Atemporal Não envelhece, ignora magias de envelhecimen o				3			
			las de envemecimen			_			
Spell		SPELLS Spells Base	Ronus Spolls						
Save D		per day = Spell	Bonus Spells			_			
		0	WIS - SIM			4			
		1				-			
		2	_						
		3				-			
		4				5			
		5				-			
		6							
		7				-			
		8				- 6			
Snell Sa	.νο DC ·	9 = 10 + WIS + Spell Level				-			
Caster									
Concentration = WIS + Level					- 7				
` .		NATURE BOND	,			_ //			
Animal Co		COMPANION DOMA	IN						
Ailillai oo	прат	on 3 Name							
	-					8			
Creature 1	ype								
	FMI	PATIA COM A NATU	RF7A			-			
EMPATIA COM A NATUREZA						9			
BÔNUS		Druid Leve			SCROLLS			POTIONS	, (
		= CHA +	+		56110225			10110110	
``		QUATIC ADAPTATI	ION						
AQUATI BONUS	C	Druid Level							
		= ÷2							
Bonus to	nitiativ	e, Knowledge (geography), Pe	rception, Stealth,						
Survival a	nd Swir	m while in aquatic terrains. WILD SHAPE	<i>x</i> (
	Tin		s Today						
Current SI	lane								
ourient of	.upc								