CII	7 A 1	MP DR	TIID	Druid	ī	PREPARED SPELLS						
3 M	/ /	VIP DK	OID	Level Wild	<u>!</u>	7						
		Druid Level	- 2 =	Shape Level					0			
\			RUID	revel					U			
Druid		Чувство при	ироды									
Level 1			+2 к навыкам Знание (природа) и Выживание Дикое сопереживание									
		Улучшает от	отных									
2			Marshwright Bonus in swamp terrain, cannot be tracked						1			
			Swamp Strider									
3		No movemer	Io movement penalty in bogs or undergrowth									
		Pond Scum +4 to saves against disease and the abilities										
4			nstrous humanoids; ge reduction against swarms									
		Дикая форма Превращаться в любое ма							2			
\vdash	Venom Immunity											
9	9 Immune to all poisons											
13		Slippery Continous fro	eedom of move	ment								
15		Вечное тело	mem					3				
15		No longer ag	je, cannot be m	agically	aged							
``			ELLS		,							
Spell Save D		Spe per (s + Bo	nus Spells							
		0			WIS - 8 WIS - 1				4			
		1										
		2										
		3										
		4							5			
		5										
		6										
		7										
		8							6			
		9										
Spell Sa	ve DC	= 10 + WIS + Sp	pell Level									
Concentr	ation		= wis -		Caster				7			
Concenti	ation				Level				1			
NATURE BOND ★ ANIMAL COMPANION □ DOMAIN												
Animal Companion's Name												
									8			
Creature T	vpe											
orouturo .	700											
×	Бс	нус Дикого	сопережив	ания	,	(9			
		переживания										
BONUS		- CITA	Druid Leve		Misc	X	SCROLLS	pr l		*	POTIONS	# 1
		= CHA	. T	. + _								
``		MARSI	HWRIGHT		7							
SWAMP BONUS Druid Level												
		=	÷ 2									
Bonus to	Initiati	ve, Knowledge	(geography), P	erceptio	n, Stealth,							
		im while in aqu	latic terrains.			1						
_	т:-		SHAPE	Today	#							
	Tir	nes per day	ПП	s Today								
~												