WORLD WALKER Druid Level			PREPARED SPELLS								
WU				i	1						
		(DRUID)	Level Bonus	+				0			
*		WORLD WALKER		,							
Druid Level		Nature Sense									
1		+2 to Knowledge (nature) an Wild Empathy	d Surviv	al							
		Improve the attitude of an a	nimal								
2		Woodland Stride Move through undergrowth a	at norma	l speed				1			
		and taking no damage									
3		Favoured Terrain Bonus in a given terrain									
—		Wild Shape									
4		Become any small or mediu	n anima	l				_			
9		Path of Trees Tree stride						2			
13		A Thousand Faces									
15		Change appearance at will									
		FAVOURED TERRAL		Ī							
LCVCI) FA	VOURED TERRAIN BONU		4 6 8				3			
3			_								
8								_			
13											
18								4			
\		SPELLS									
Spell Save D		Spells = Base per day Spells	+ Bor	nus Spells							
		0	NS N	WIS - 4 WIS - 8 WIS - 12							
		1						5			
		2	_								
		3									
		4									
		5						6			
		6									
		7									
		8						_			
		9						7			
Spell Sa	ave DC	= 10 + WIS + Spell Level									
Concent	ration	= WIS +		Caster Level							
		NATURE BOND		Level				8			
	MAL (COMPANION X DOMAI	N								
Granted P	Power		Grant	ed Power				9			
Level				Level	×	SCROLLS	"		Ĭ.	POTIONS	5
DC				DC							
	ses			es							
pe	er day	WILD EMPATHY] per d	lay							
WILD EI	MPAT	НУ		w.							
BONUS		Druid Leve		Misc							
		= CHA +									
×		WILD SHAPE		*							
	Tin		Today								
_				$\overline{}$							