MOI	JN	TAIN I	DRUID	Druid Level	×		PREPARI	ED	SPELLS		, , , , , , , , , , , , , , , , , , ,
1/10				Wild T							
		Druid Level	- 2 =	Shape Level				0			
`		DR	RUID	*							
Druid Level		Чувство при		ana) w Brinkmaanne							
1		+2 к навыкам Знание (природа) и Выживание Дикое сопереживание									
		Улучшает отношение животных									
2		<b>Mountaineer</b> Bonus in mountain terrain, cannot be tracked						1			
		Surefooted									
3		No speed penalty on slopes, rubble or scree									
		Spire Walker Endure cold, immune to altitude sickness, keep dexterity bonus when climbing Wild Shape Become any small or medium animal or giant		de sickness.							
4											
				animal or giant				2			
		Mountain Stance									
9			etrification, +4 to npts to move	rification, +4 to saves and CMD ots to move							
13											
			eathered stony ou	itcrop				2			
15		<b>Вечное тело</b> No longer ag		annot be magically aged				3			
			ELLS								
Spell		Spe	ells Base	+ Bonus Spells							
Save D		per o	day = Spells	4 4 4 7 7 7 1 7 1 7 1 7 1							
		0		WIS- WIS- WIS-				4			
		1		7777							
		2									
		3									
		4						5			
		5									
		6									
		7									
		8		-				6			
		9		-							
Spell Sa	ve DC =	= 10 + WIS + Sp	oell Level	-							
			<u> </u>	Caster							
Concentration = WIS + Level				Level				7			
*			RE BOND	Į.							
	MAL C	COMPANION	<b>X</b> DOMAIN	I							
								8			
Предоставляемые силы Предоставляемы								0			
Уровень				Уровень							
Ypo				Уро				_			
NG N								9			
	пользо цень									POTTONIC	
			сопережива		×	SCROLLS			×	POTIONS	, ,
Бонус Дик BONUS	ого со	переживания	Druid Level	Misc							
BUNUS		= CHA		+							
		- CIIA		<u> </u>							
*		MOUN	TAINEER	- ×							
MOUNTA BONUS	AIN	Druid Leve	el								
		=	÷ 2								
Bonus to I	nitiativ	e, Climb. Knowl	ledge (geography	r), Perception.							
		val while in mo	untain terrains.	,, . c. coption,							
*			SHAPE	<u>,                                     </u>							
	Tin	nes per day	Times 1	oday □□							