| PLAINS DRUID Poziom Druida | | | | | | PRZYGOTOWANE CZARY | | | | | |
|---|-------------------------|---|--|--------------|---------------------------------------|---|--------------------|------------|---|----------|---|
| | | Pozio | | | Poziom | 1 | | | | | |
| | | Drui | da | - 2 : | Kształtu Natury | | | o | | | |
| • | | | DRUI | ID | * | 1 | | | | | |
| Poziom Druida | | Zmysł | natury Wiedzy (na | atura) oraz | : Sztuki Przetrwania | | | | | | |
| 1 | | Empatia z Dziczą | | | | | | | | | |
| | | | oskonali postępowanie ze zwierzętami lains Traveller | | | | | | | | |
| 2 | Bonus in plains terrain | | | | | | | 1 | | | |
| 3 | | Run Like The Wind | | | run at double speed | | | | | | |
| <u> </u> | | +10ft speed; once an hour, run at double s Savanna Ambush | | | run at double speed | | | | | | |
| . | | Concealment and no penalty when prone; stand up from prone immediately Kształt Natury | | | ty when prone; | | | | | | |
| 4 | | | | | | | | 2 | | | |
| - | | Może przemienić się zwierzę rozmiaru małego lu | | | | b średniego | | | | | |
| 9 | | Canny Charger Charge through allies, turn 90° while charging, | | | | | | | | | |
| | | | | ige against | a charging foe | | | | | | |
| 13 | | Tysiac Twarzy Zmienia wygląd na życze | | | e | | | | | | |
| 15 | | | lczasowe c | | | | | 3 | | | |
| | | NIE ST | | | oyć postarzany za po | nooajimagiji ' \square \square \square | | | | | |
| ST Rzut | | | CZAF | | » Desertions Oscilla | | | | | | |
| Obronne | | | Czary na dzień | = Bazo | ry Premiowe Czary | | | | | | |
| | | 0 | | | RZT RZT - RZT - RZT - | | | — 4 | | | |
| | | 1 | | | P P P P | | | | | | |
| | | 2 | | | | | | | | | |
| | | 3 | | | | | | | | | |
| | | 4 | | | | | | 5 | | | |
| | | 5 | | | | | | | | | |
| | | 6 | | | | | | | | | |
| | | 7 | | | | | | | | | |
| | | 8 | | | _ | | | — 6 | | | |
| | | 9 | | | | | | | | | |
| ST Rz. 0 | br. = 10 | 0 + RZT | + Poziom (| Czaru | | | | | | | |
| Koncentra | acia | | = | RZT | + Poziom | | | 7 | | | |
| | , | XX/1 | | | Gzarują | , DDD | | | | | |
| WIĘŹ Z DZICZĄ ★ ZWIERZĘCY TOWARZYSZ DOMAIN | | | | | | · <u> </u> | | | | | |
| Imię Zwierz | | | | _ DOMA | T.L. | | | | | | |
| | | | | | | | | 8 | | | |
| Typ Potwora | | | | | | | | | | | |
| | | | | | | | | | | | |
| × | | W | ĘŹ Z D | ZICZĄ | , , , , , , , , , , , , , , , , , , , | | | 9 | | | |
| WIĘŹ Z I PREMIA | DZIC2 | ZĄ | | Poziom Dru | ıida Inne | | | | | | |
| FREIMIA | | = C | HA + | OZIOIII DIL | + | × | ZWOJE | - | * | MIKSTURY | × |
| | | | | | ·· <u> </u> | | | | | | |
| PLAINS | | PLAI | NS TRA | AVELLE | ER = | | | | | | |
| BONUS | | Pozio | om Druida | | | | | | | | |
| | | = | - | ÷ 2 | | | | | | | |
| Premia do | Inicjaty | ywy, Wie | dzy (geogr | rafia), Perc | epcji, Ukrywania się i | Sztuki Przetrwania | w wodnych terenach | | | | |
| | | T/C/Z | TALTA | I A TITE | v | | | | | | |
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| | 52) | , o nu uZ | | | | | | | | | |
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