DE	ESI	ERT DRUID	Druid Level		1	PREPARED	SPELLS		*
			Wild Shape	7					
		Level	Level			o			
DEITY	Y		SOS CAMELL	:					
			CHACH LIN						
	_	22112	*****						
Druid		DRUID	<b>*</b>						
Level		<b>Чувство природы</b> +2 к навыкам Знание (прі	ирода) и Выживани			1			
1		Дикое сопереживание Улучшает отношение животных  Desert Native							
2		Bonus in desert terrain							
3		Sandwalker No movement penalty in sandy terrain				2			
		Desert Ensurance							
4		Endure hot, reduced need to eat and drink Wild Shape							
		Become any small or medic	um animal or vermin						
9		Shaded Vision Immune to blinding, dazzlii	na: +2 to saves						
		against gaze attacks, figments and patterr				3			
13		<b>Dunemeld</b> Become a swirling mass of	cand						
1.		Вечное тело	Juliu						
15		No longer age, cannot be m	nagically aged	<b>d</b>					
×		SPELLS	*			<del> 4</del>			
Spell Save D		Spells = Bas per day = Spel	e + Bonus Spells						
Save D		o per day sper	WIS - 4 WIS - 8 WIS - 12						
		1							
		2				5			
		3							
		4							
		5							
		6				6			
		7							
		8							
		9							
Spoll Sa	VO DC	= 10 + WIS + Spell Level				7			
		·	■ Caster						
Concentr	ation	= WIS	+ Level						
<b>X</b>		NATURE BOND	×			8			
Animal Co		COMPANION DOMA	IN						
Allillia oo	mpam	on 3 Nume							
Creature T	vne					9			
oreatare .	,,,,								
``	Бо	онус Дикого сопережив	зания 🗾		SCROLLS		×	POTIONS	*
		переживания							
BONUS		Druid Lev							
		= CHA +	+						
×		DESERT NATIVE							
DESERT BONUS		Druid Level							
		= ÷2							
Ronus to I	nitiatio	/e, Knowledge (geography), Pe	ercention Stealth						
		le in aquatic terrains.	orocption, oteditii						
×		WILD SHAPE	*	[					
	Ti		es Today						