

JUNGLE DRUID

Druid
Level

Druid
Level

— 2 =

Wild
Shape
Level

DRUID

Druid
Level
1

☐

Nature Sense
+2 to Knowledge (Nature) and Survival
Wild Empathy
Improve the attitude of an animal

2

☐

Jungle Guardian
Bonus in jungle terrain

3

☐

Woodland Stride
Move through undergrowth at normal speed
and taking no damage

4

☐

Torrid Endurance
Endure hot; +4 against disease and exceptional
abilities of animals and magical beasts
Wild Shape
Become any small or medium animal

9

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Venom Immunity
Immune to all poisons

13

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Verdant Sentinel
Cast *tree shape* at will

15

☐

Timeless Body
No longer age, cannot be magically aged

SPELLS

Spell
Save DC

Spells
per day

=

Base
Spells

+

Bonus Spells

0

1

2

3

4

5

6

7

8

9

WIS

WIS - 4

WIS - 8

WIS - 12

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Spell Save DC = 10 + WIS + Spell Level

Concentration

=

WIS

+

Caster
Level

NATURE BOND

☐ ANIMAL COMPANION ☒ DOMAIN

Granted Power

Granted Power

Level

DC

Uses
per day

☐☐☐☐
☐☐☐☐

Level

DC

Uses
per day

☐☐☐☐
☐☐☐☐

WILD EMPATHY

**WILD EMPATHY
BONUS**

Druid Level

Misc

=

CHA

+

+

JUNGLE GUARDIAN

**JUNGLE
BONUS**

Druid Level

=

÷ 2

Bonus to Climb, Knowledge (geography), Perception, Stealth,
and Survival while in jungle terrains.

WILD SHAPE

Times per day

Times Today

PREPARED SPELLS

0

1

2

3

4

5

6

7

8

9

SCROLLS

POTIONS