

Druid
Level

Wild
Shape
Level

Druid
Level

- 2 -

Wild
Shape
Level

Druid Level 1	<input type="checkbox"/>	Nature Sense +2 to Knowledge (Nature) and Survival Wild Empathy Improve the attitude of an animal
2	<input type="checkbox"/>	Desert Native Bonus in desert terrain
3	<input type="checkbox"/>	Sandwalker No movement penalty in sandy terrain
4	<input type="checkbox"/>	Desert Insurance Endure hot, reduced need to eat and drink Wild Shape Become any small or medium animal or vermin
9	<input type="checkbox"/>	Shaded Vision Immune to blinding, dazzling; +2 to saves against gaze attacks, figments, and patterns
13	<input type="checkbox"/>	Dunemeld Become a swirling mass of sand
15	<input type="checkbox"/>	Timeless Body No longer age, cannot be magically aged

$$\frac{\text{Spell Save DC}}{\text{Spells per day}} = \frac{\text{Base Spells}}{\text{Bonus Spells}}$$

Case ID		per day	opens	WIS	WIS-4	WIS-8	WIS-12
	0						
	1			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	2			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	3			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	4			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	5			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	6			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	7			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	8			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	9			<input type="checkbox"/>	<input type="checkbox"/>		

Spell Save DC = 10 + WIS + Spell Level

Concentration = **WIS** + Caster Level

☐ ANIMAL COMPANION ☒ DOMAIN

Granted Power

Granted Power

[illegible]

**WILD EMPATHY
BONUS**

Druid Level

Misc

$$= \text{CHA} + \quad +$$
**DESERT
BONUS**

Druid Level

$$= \quad \div 2$$

Bonus to Initiative, Knowledge (geography), Perception, Stealth and Survival while in desert terrains.

Times per day

Times Today

O

1

2

3

4

5

6

7

8

9

SCROLLS

POTIONS