

# DRUID

Druid  
Level

Level  
Bonus

+

DEITY



## DRUID

Druid  
Level  
1

**Nature Sense**  
+2 to Knowledge (Nature) and Survival

**Wild Empathy**  
Improve the attitude of an animal

2

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

3

**Trackless Step**  
Leave no trail, unless deliberately

4

**Resist Nature's Lure**  
+4 to saves against the fey and plants  
**Wild Shape**  
Become any small or medium animal

9

**Venom Immunity**  
Immune to all poisons

13

**A Thousand Faces**  
Change appearance 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

+ 1

WIS - 4  
WIS - 8  
WIS - 12

1

+ 1

+ 1

WIS - 4  
WIS - 8  
WIS - 12

2

+ 1

+ 1

WIS - 4  
WIS - 8  
WIS - 12

3

+ 1

+ 1

WIS - 4  
WIS - 8  
WIS - 12

4

+ 1

+ 1

WIS - 4  
WIS - 8  
WIS - 12

5

+ 1

+ 1

WIS - 4  
WIS - 8  
WIS - 12

6

+ 1

+ 1

WIS - 4  
WIS - 8  
WIS - 12

7

+ 1

+ 1

WIS - 4  
WIS - 8  
WIS - 12

8

+ 1

+ 1

WIS - 4  
WIS - 8  
WIS - 12

9

+ 1

+ 1

WIS - 4  
WIS - 8  
WIS - 12

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

+

+

## WILD SHAPE

Times per day

Times Today

Current Shape

## PREPARED SPELLS

0

Domain Spell + 1

1

Domain Spell + 1

2

Domain Spell + 1

3

Domain Spell + 1

4

Domain Spell + 1

5

Domain Spell + 1

6

Domain Spell + 1

7

Domain Spell + 1

8

Domain Spell + 1

9

## SCROLLS

## POTIONS