

DRUID (DRUID)

DEITY

Druid
Level

Level
Bonus

+



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				WIS - 4 WIS - 8 WIS - 12
	1				□ □ □ □
	2				□ □ □ □
	3				□ □ □ □
	4				□ □ □ □
	5				□ □ □ □
	6				□ □ □ □
	7				□ □ □ □
	8				□ □ □ □
	9				□ □

Spell Save DC = 10 + WIS + Spell Level

Concentration

= WIS +

Caster
Level

NATURE BOND

☒ ANIMAL COMPANION ☐ DOMAIN

Animal Companion's Name

Creature Type

WILD EMPATHY

WILD EMPATHY
BONUS

Druid Level

Misc

= CHA +

WILD SHAPE

Times per day

Times Today

Current Shape

PREPARED SPELLS

0

1

2

3

4

5

6

7

8

9

SCROLLS

POTIONS