

MOONCALLER

(DRUID)

Druid
Level

Level
Bonus

+

MOONCALLER

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"/>	Nightsight Low light vision, or darkvision 30ft
3	<input type="checkbox"/>	Trackless Step Leave no trail, unless deliberately
4	<input type="checkbox"/>	Resist Call of the Wild Wild +4 to saves against the confusion, daze, feeblemind and insanity effects; +4 against the abilities of shapechangers Wild Shape Become any small or medium animal
9	<input type="checkbox"/>	Purity of Body Immune to all diseases
13	<input type="checkbox"/>	Wolfsbane Damage reduction
15	<input type="checkbox"/>	Timeless Body No longer age, cannot be magically aged

SPELLS

Spell Save DC		Spells per day	=	Base Spells	+	Bonus Spells
	0					WIS - 4
	1					WIS - 4
	2					WIS - 4
	3					WIS - 4
	4					WIS - 4
	5					WIS - 4
	6					WIS - 4
	7					WIS - 4
	8					WIS - 4
	9					WIS - 4

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** + +

WOLFSBANE

Level	Damage Reduction
13	3 / silver
16	4 / silver
19	5 / silver

WILD SHAPE

Times per day

Times Today

Current Shape

PREPARED SPELLS

0

1

2

3

4

5

6

7

8

9

SCROLLS

POTIONS