DESERT DRUID

Druid Level ____ − 2 = Wild Shape Level

Druid Level

DRUID

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

SPELLS

Spell Save DC		Spells per day	= Base Spells	+ Bonus Spells (WIS, WIS - 4, WIS - 8, WIS - 12)
	0			
	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

Granted Power		Granted Power	
	Level		Level
	DC		DC
	Uses per day ☐☐☐☐☐ ☐☐☐☐☐	☐☐☐☐☐ ☐☐☐☐☐	Uses per day

WILD EMPATHY

WILD EMPATHY BONUS ☐ = CHA + Druid Level + Misc

DESERT NATIVE

DESERT BONUS ☐ = Druid Level ÷ 2

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

WILD SHAPE

Times per day ☐ Times Today ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

PREPARED SPELLS

0		
1	☐☐☐	☐☐☐
2	☐☐☐	☐☐☐
3	☐☐☐	☐☐☐
4	☐☐☐	☐☐☐
5	☐☐☐	☐☐☐
6	☐☐☐	☐☐☐
7	☐☐☐	☐☐☐
8	☐☐☐	☐☐☐
9	☐☐☐	☐☐☐

SCROLLS

POTIONS