STORM DRUID

Druid Level

STORM DRUID

Druid Level		
1	☐	**Nature Sense** +2 to Knowledge (Nature) and Survival **Wild Empathy** Improve the attitude of an animal
2	☐	**Windwalker** Wind effects (natural or magical) are one step less severe.
3	☐	**Stormvoice** Voice is carried through the wind
4	☐	**Eyes of the Storm** See through fog, mist, gas, wind, or rain **Wild Shape** Become any small or medium animal
9	☐	**Windlord** Second domain
13	☐	**A Thousand Faces** Unaffected by wind; immune to deafness; +2 to saves against sonic effects
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	+ 1		+ 1		
	2	+ 1		+ 1		
	3	+ 1		+ 1		
	4	+ 1		+ 1		
	5	+ 1		+ 1		
	6	+ 1		+ 1		
	7	+ 1		+ 1		
	8	+ 1		+ 1		
	9	+ 1		+ 1		

Spell Save DC = 10 + WIS + Spell Level

Concentration ☐ = WIS + _____ Caster Level

NATURE BOND / STORM LORD

Nature Bond Domain

Granted Power

Level

DC

Uses per day ☐☐☐☐☐ ☐☐☐☐☐

Granted Power

Level

DC

Uses per day ☐☐☐☐☐ ☐☐☐☐☐

Storm Lord Domain

Granted Power

Level

DC

Uses per day ☐☐☐☐☐ ☐☐☐☐☐

Granted Power

Level

DC

Uses per day ☐☐☐☐☐ ☐☐☐☐☐

WILD EMPATHY

WILD EMPATHY BONUS ☐ = CHA + _____ (Druid Level) + _____ (Misc)

EYES OF THE STORM

DISTANCE ☐ ft = 5 ft + (5 ft × _____ (Druid Level))

WILD SHAPE

Times per day ☐

Times Today ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

PREPARED SPELLS

0		
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	☐☐☐ Domain Spell + 1	☐☐☐
	☐☐☐	☐☐☐
	☐☐☐	☐☐☐

SCROLLS

POTIONS