

REINCARNATED
DRUID

Druid Level

Wild Shape Level

Druid Level - 2 = Wild Shape Level

REINCARNATED DRUID

| | | |
|-------------|--------------------------|--|
| Druid Level | | Nature Sense +2 to Knowledge (Nature) and Survival |
| 1 | <input type="checkbox"/> | Wild Empathy Improve the attitude of an animal |
| 2 | <input type="checkbox"/> | Mysterious Stranger Add half your level to the DC of Sense Motive, Diplomacy, and Knowledge checks about you |
| 3 | <input type="checkbox"/> | Trackless Step Leave no trail, unless deliberately |
| 4 | <input type="checkbox"/> | Resist Death's Touch +4 to saves against death effects, energy drain, and necromancy |
| 5 | <input type="checkbox"/> | Many Lives Reincarnate if killed |
| 6 | <input type="checkbox"/> | Wild Shape Become any small or medium animal |
| 9 | <input type="checkbox"/> | Cheat Death Reroll a save against death effects, energy drain, or necromancy |
| 13 | <input type="checkbox"/> | A Thousand Faces Change appearance at will |
| 15 | <input type="checkbox"/> | Tongue of the Sun and Moon Speak with any living creature |

SPELLS

| Spell Save DC | | Spells per day | = | Base Spells | + | Bonus Spells |
|---------------|---|----------------|---|-------------|---|--|
| | 0 | | | | | WIS - 4 WIS - 8 WIS - 12 |
| | 1 | | | | | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| | 2 | | | | | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| | 3 | | | | | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| | 4 | | | | | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| | 5 | | | | | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| | 6 | | | | | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| | 7 | | | | | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| | 8 | | | | | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| | 9 | | | | | <input type="checkbox"/> <input type="checkbox"/> |

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 = CHA + Druid Level + Misc

WILD SHAPE

Times per day Times Today

Current Shape

PREPARED SPELLS

0

1

2

3

4

5

6

7

8

9

SCROLLS

POTIONS