# MOONCALLER

(DRUID)

Druid Level

Level Bonus +

## MOONCALLER

| Druid Level | | |
|---|---|---|
| 1 | ☐ | **Nature Sense**<br>+2 to Knowledge (Nature) and Survival<br>**Wild Empathy**<br>Improve the attitude of an animal |
| 2 | ☐ | **Nightsight**<br>Low light vision, or darkvision 30ft |
| 3 | ☐ | **Trackless Step**<br>Leave no trail, unless deliberately |
| 4 | ☐ | **Resist Call of the Wild**<br>Wild +4 to saves against the confusion, daze, feeblemind and insanity effects;<br>+4 against the abilities of shapechangers<br>**Wild Shape**<br>Become any small or medium animal |
| 9 | ☐ | **Purity of Body**<br>Immune to all diseases |
| 13 | ☐ | **Wolfsbane**<br>Damage reduction |
| 15 | ☐ | **Timeless Body**<br>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

## WOLFSBANE

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

## WILD SHAPE

Times per day ☐

Times Today ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

## PREPARED SPELLS

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

## SCROLLS

## POTIONS