

Druid
Level

STORM DRUID

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"/>	Windwalker Wind effects (natural or magical) are one step less severe
3	<input type="checkbox"/>	Stormvoice Voice is carried through the wind
4	<input type="checkbox"/>	Eyes of the Storm See through fog, mist, gas, wind or rain Wild Shape Become any small or medium animal
9	<input type="checkbox"/>	Windlord Second domain
13	<input type="checkbox"/>	A Thousand Faces Unaffected by wind; immune to deafness; +2 to saves against sonic effects
15	<input type="checkbox"/>	Timeless Body No longer age, cannot be magically aged

SPELLS

Spell Save DC		Spells per day	=	Base Spells	+	Bonus Spells			
						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

Storm Lord Domain

Granted Power			
	Level		
	DC		
	Uses per day	□ □ □ □ □ □ □ □	
		□ □ □ □ □ □ □ □	
Granted Power			

Granted Power			
	Level		
	DC		
□ □ □ □ □ □ □ □	Uses per day		
□ □ □ □ □ □ □ □			
Granted Power			

[illegible]

WILD EMPATHY

WILD EMPATHY BONUS	Druid Level	Misc
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$$\boxed{} = \text{CHA} + + $$

EYES OF THE STORM

DISTANCE Druid Level

$$\boxed{} \text{ ft} = 5 \text{ ft} + (5 \text{ ft} \times)$$

WILD SHAPE

Times Times
per day Today

PREPARED SPELLS

[illegible]

SCROLLS

[illegible]

POTIONS

[illegible]