

REINCARNATED  
DRUID

Druid Level

Wild Shape Level

Druid Level - 2 = Wild Shape Level

REINCARNATED DRUID

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

WILD SHAPE

Times per day  Times Today

Current Shape

PREPARED SPELLS

0

1

2

3

4

5

6

7

8

9

SCROLLS

POTIONS