

JUNGLE DRUID

Druid
Level
Wild
Shape
Level

Druid
Level

— 2 =

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"/>	Jungle Guardian Bonus in jungle terrain
3	<input type="checkbox"/>	Woodland Stride Move through undergrowth at normal speed and taking no damage
4	<input type="checkbox"/>	Torrid Endurance Endure hot; +4 against disease and exceptional abilities of animals and magical beasts
		Wild Shape Become any small or medium animal
9	<input type="checkbox"/>	Venom Immunity Immune to all poisons
13	<input type="checkbox"/>	Verdant Sentinel Cast <i>tree shape</i> at will
15	<input type="checkbox"/>	Timeless Body No longer age, cannot be magically aged

SPELLS

Spell Save DC		Spells per day	=	Base Spells	+	Bonus Spells
	0					WIS - 4
	1					WIS - 8
	2					WIS - 12
	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	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Uses per day	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

WILD EMPATHY

WILD EMPATHY BONUS

Druid Level

Misc

= CHA + +

JUNGLE GUARDIAN

JUNGLE BONUS

Druid Level

= ÷ 2

Bonus to Climb, Knowledge (geography), Perception, Stealth and Survival while in jungle terrains.

WILD SHAPE

Times per day

Times Today

PREPARED SPELLS

0

1

2

3

4

5

6

7

8

9

SCROLLS

POTIONS