PLAINS DRUID

Druid Level _____ − 2 = Wild Shape Level

Druid Level

DRUID

Druid Level		
1	☐	**Nature Sense** +2 to Knowledge (Nature) and Survival **Wild Empathy** Improve the attitude of an animal
2	☐	**Plains Traveller** Bonus in plains terrain
3	☐	**Run Like The Wind** +10ft speed; once an hour, run at double speed
4	☐	**Savanna Ambush** Concealment and no penalty when prone; stand up from prone immediately **Wild Shape** Become any small or medium animal
9	☐	**Canny Charger** Charge through allies, turn 90° while charging, +4 AC and damage against a charging foe.
13	☐	**A Thousand Faces** Change appearance at will
15	☐	**Timeless Body** 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

PLAINS TRAVELLER

PLAINS BONUS ☐ = Druid Level ÷ 2

Bonus to Initiative, Knowledge (geography), Perception, Stealth, and Survival while in aquatic terrains.

WILD SHAPE

Times per day ☐

Times Today ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

PREPARED SPELLS

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

SCROLLS

POTIONS