

# DRUID (DRUID)

Druid  
Level

Level  
Bonus

+

DEITY



## DRUID

Druid  
Level  
1

**Nature Sense**  
+2 to Knowledge (Nature) and Survival  
**Wild Empathy**  
Improve the attitude of an animal

2

**Woodland Stride**  
Move through undergrowth at normal speed and taking no damage

3

**Trackless Step**  
Leave no trail, unless deliberately

4

**Resist Nature's Lure**  
+4 to saves against the fey and plants  
**Wild Shape**  
Become any small or medium animal

9

**Venom Immunity**  
Immune to all poisons

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
	0				WIS - 4 WIS - 8 WIS - 12
	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

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