

URBAN DRUID

HOME

Caster
Level

Level
Bonus

+



SPELLS

Spell Save DC	Spells per day	=	Base Spells	+	Bonus Spells
	0				CHA - 4
	1				CHA - 4
	2				CHA - 4
	3				CHA - 4
	4				CHA - 4
	5				CHA - 4
	6				CHA - 4
	7				CHA - 4
	8				CHA - 4
	9				CHA - 4

Spell Save DC = 10 + CHA + Spell Level

URBAN SHAPE

Times per day

Times Today

Current Shape

FAVOURED CITY

FAVOURED CITY

Favoured City Bonus

2 4 6 8 10 12

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WANDS

CHARGES
#

CHARGES
#

CHARGES
#

CHARGES
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CHARGES
#

PREPARED SPELLS

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SCROLLS

POTIONS