

Druid
Level

Wild Shape Level

DRUID

Druid Level 1	<input type="checkbox"/>	Nature Sense +2 to Knowledge (Nature) and Survival Wild Empathy Improve the attitude of an animal
2	<input type="checkbox"/>	Desert Native Bonus in desert terrain
3	<input type="checkbox"/>	Sandwalker No movement penalty in sandy terrain
4	<input type="checkbox"/>	Desert Endurance Endure hot, reduced need to eat and drink Wild Shape Become any small or medium animal or vermin
9	<input type="checkbox"/>	Shaded Vision Immune to blinding, dazzling; +2 to saves against gaze attacks, figments, and patterns
13	<input type="checkbox"/>	Dunemeld Become a swirling mass of sand
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 WIS - 8 WIS - 12
	1					<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	2					<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	3					<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	4					<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	5					<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	6					<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	7					<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	8					<input type="checkbox"/> <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

Granted Power	Granted Power
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[illegible]

WILD EMPATHY

WILD EMPATHY	Druid Level	Misc
BONUS		

$$\text{[Blank Box]} = \text{CHA} + \text{[Blank Box]} + \text{[Blank Box]}$$

DESERT NATIVE

BONUS

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

WILD SHAPE

PREPARED SPELLS

SCROLLS

POTIONS