

# JUNGLE DRUID

Druid  
Level  
Wild  
Shape  
Level

Druid  
Level  
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— 2 =

## DRUID

Druid Level <b>1</b>	<input type="checkbox"/>	<b>Nature Sense</b> +2 to Knowledge (nature) and Survival <b>Wild Empathy</b> Improve the attitude of an animal
<b>2</b>	<input type="checkbox"/>	<b>Jungle Guardian</b> Bonus in jungle terrain
<b>3</b>	<input type="checkbox"/>	<b>Woodland Stride</b> Move through undergrowth at normal speed and taking no damage
<b>4</b>	<input type="checkbox"/>	<b>Torrid Endurance</b> Endure hot; +4 against disease and exceptional abilities of animals and magical beasts <b>Wild Shape</b> Become any small or medium animal
<b>9</b>	<input type="checkbox"/>	<b>Venom Immunity</b> Immune to all poisons
<b>13</b>	<input type="checkbox"/>	<b>Verdant Sentinel</b> Cast <i>tree shape</i> at will
<b>15</b>	<input type="checkbox"/>	<b>Timeless Body</b> No longer age, cannot be magically aged

## SPELLS

Spell Save DC		Spells per day	=	Base Spells	+	Bonus Spells
	<b>0</b>					WIS - 4 WIS - 8 WIS - 12
	<b>1</b>					<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	<b>2</b>					<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	<b>3</b>					<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	<b>4</b>					<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	<b>5</b>					<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	<b>6</b>					<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	<b>7</b>					<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	<b>8</b>					<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	<b>9</b>					<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

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"/> <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"/> <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