					Druid 🚶	<del>-</del>	×				PREPAR	ED	SPELLS				
	Ι	DRU			Level												
		(DRU	ID)		Level .	+						0					
DEITY						, ¿Ö.						U					
2222					eno.												
					140	No Series											
\ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \			DRU	ID													
Druid Level		Nature Sense +2 to Knowledge (nature) and Survival Wild Empathy Improve the attitude of an animal										. 1					
1																	
2		<b>Woodland Stride</b> Move through undergrowth at normal speed															
		and taking no damage															
3		Trackless Step Leave no trail, unless deliberately								2							
		Resist Nature's Lure															
4		+4 to saves against the fey a			nd plants	;											
		Wild Shape Become any small or medium animal															
9		Venom Immunity										2					
			e to all po			-						3					
13			sand Fac e appeara	es ance at will													
15		Timele	ss Body														
		No longer age, cannot be magically aged				ed											
SPELLS												4					
Spell Save DC			Spells per day	= Base Spells	+ Bonus	s Spells											
ouve bo		0	per day	Орено		WIS - 8											
		1				\$											
		2										5					
		3															
		4		-													
		5										6					
		6															
		7		-													
		8			75												
		9										7					
Spell Save DC = 10 + WIS + Spell Level																	
Concentra	tion		=	WIS +		Caster Level											
		NΙΔ	TIIRE	BOND								8					
NATURE BOND  * ANIMAL COMPANION DOMAIN												U					
Animal Com																	
												0					
Creature Typ	oe											9					
								-	SCRO	NI I C		1 1		D	OTION	i C	-
<b>X</b>		WII	LD <u>EM</u>	PATHY		<b>*</b>			JUNC					1			
WILD EM	PAT																
BONUS				Druid Level	Mi:	SC											
		= C	HA +	•	·												
<b>X</b>		W	ILD SI	HAPE		*											
	Tim	nes per da	ay	Times To	oday							-					
					$\Box$												

Current Shape