

Druid Level

Wild Shape Level

Druid
Level _____

– 2 =

Wild
Shape
Level

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

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"/>
	2					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	3					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	4					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	5					<input type="checkbox"/>	<input type="checkbox"/>	
	6					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	7					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	8					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	9					<input type="checkbox"/>	<input type="checkbox"/>	

Concentration = **WIS** + Caster Level

☐ ANIMAL COMPANION ☒ DOMAIN

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"/> <input type="checkbox"/> <input type="checkbox"/>	Uses per day

WILD EMPATHY BONUS

Druid Level

Misc

$$= \text{CHA} +$$

+

**DESERT
BONUS**

Druid Level

$$= \quad \div 2$$

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

Times per day

Times Today



O

1

2

3

4

5

6

7

8

9

POTIONS

Times Today