PLAINS DRUID

Druid Level _____ − 2 = Wild Shape Level

Druid Level

DRUID

Druid Level		
1	☐	**Nature Sense** +2 to Knowledge (Nature) and Survival **Wild Empathy** Improve the attitude of an animal
2	☐	**Plains Traveller** Bonus in plains terrain
3	☐	**Run Like The Wind** +10ft speed; once an hour, run at double speed
4	☐	**Savanna Ambush** Concealment and no penalty when prone; stand up from prone immediately **Wild Shape** Become any small or medium animal
9	☐	**Canny Charger** Charge through allies, turn 90° while charging, +4 AC and damage against a charging foe.
13	☐	**A Thousand Faces** Change appearance at will
15	☐	**Timeless Body** No longer age, cannot be magically aged

SPELLS

Spell Save DC		Spells per day	=	Base Spells	+	Bonus Spells (WIS, WIS - 4, WIS - 8, WIS - 12)
	0					
	1					☐ ☐ ☐ ☐
	2					☐ ☐ ☐ ☐
	3					☐ ☐ ☐ ☐
	4					☐ ☐ ☐ ☐
	5					☐ ☐ ☐
	6					☐ ☐ ☐
	7					☐ ☐ ☐
	8					☐ ☐ ☐
	9					☐ ☐

Spell Save DC = 10 + WIS + Spell Level

Concentration ☐ = WIS _____ + _____ Caster Level

NATURE BOND

☒ ANIMAL COMPANION ☐ DOMAIN

Animal Companion's Name

Creature Type

WILD EMPATHY

WILD EMPATHY BONUS ☐ = CHA _____ + Druid Level _____ + Misc _____

PLAINS TRAVELLER

PLAINS BONUS ☐ = Druid Level _____ ÷ 2

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

WILD SHAPE

Times per day ☐

Times Today ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

PREPARED SPELLS

0		
1	☐ ☐ ☐	☐ ☐ ☐
2	☐ ☐ ☐	☐ ☐ ☐
3	☐ ☐ ☐	☐ ☐ ☐
4	☐ ☐ ☐	☐ ☐ ☐
5	☐ ☐ ☐	☐ ☐ ☐
6	☐ ☐ ☐	☐ ☐ ☐
7	☐ ☐ ☐	☐ ☐ ☐
8	☐ ☐ ☐	☐ ☐ ☐
9	☐ ☐ ☐	☐ ☐ ☐

SCROLLS

POTIONS