

## DESERT DRUID

Druid Level \_\_\_\_\_ - 2 = \_\_\_\_\_

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**DEITY**

- 2 =

Wild

Shape  
Level

DEITY



DRUID		
Druid Level 1	<input type="checkbox"/>	<b>Nature Sense</b> +2 to Knowledge (nature) and Survival <b>Wild Empathy</b> Improve the attitude of an animal
2	<input type="checkbox"/>	<b>Desert Native</b> Bonus in desert terrain
3	<input type="checkbox"/>	<b>Sandwalker</b> No movement penalty in sandy terrain
4	<input type="checkbox"/>	<b>Desert Ensurance</b> Endure hot, reduced need to eat and drink <b>Wild Shape</b> Become any small or medium animal or vermin
9	<input type="checkbox"/>	<b>Shaded Vision</b> Immune to blinding, dazzling; +2 to saves against gaze attacks, figments and patterns
13	<input type="checkbox"/>	<b>Dunemeld</b> Become a swirling mass of sand
15	<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
	0			WIS - 4
	1			WIS - 8
	2			WIS - 12
	3			
	4			
	5			
	6			
	7			
	8			
	9			

Spell Save DC = 10 + WIS + Spell Level

Spell Save DC = 10 + WIS + Spell Level

### Concentration

= WIS +

Caster  
Level

## NATURE BOND

☒ ANIMAL COMPANION   ☐ DOMAIN

Animal Companion's Name

☒ ANIMAL COMPANION    ☐ DOMAIN

Animal Companion's Name

### Creature Type

## WILD EMPATHY

WILD EMPATHY BONUS	Druid Level	Misc
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## WILD EMPATHY BONUS

Druid Level

Misc

$$= \text{CHA} +$$

+

## DESERT NATIVE

**DESERT  
BONUS**

Druid Level

$$= \quad \div 2$$

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

WILD SHAPE	
Times per day	Times Today
	<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"/> <input type="checkbox"/> <input type="checkbox"/>

Times per day

Times Today

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