

DRUID

Druid
Level

Level
Bonus

+

DEITY



DRUID

Druid
Level
1

Nature Sense
+2 to Knowledge (Nature) and Survival

Wild Empathy
Improve the attitude of an animal

2

Woodland Stride
Move through undergrowth at normal speed and taking no damage

3

Trackless Step
Leave no trail, unless deliberately

4

Resist Nature's Lure
+4 to saves against the fey and plants
Wild Shape
Become any small or medium animal

9

Venom Immunity
Immune to all poisons

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

0

+ 1

+ 1

WIS - 4
WIS - 8
WIS - 12

1

+ 1

+ 1

WIS - 4
WIS - 8
WIS - 12

2

+ 1

+ 1

WIS - 4
WIS - 8
WIS - 12

3

+ 1

+ 1

WIS - 4
WIS - 8
WIS - 12

4

+ 1

+ 1

WIS - 4
WIS - 8
WIS - 12

5

+ 1

+ 1

WIS - 4
WIS - 8
WIS - 12

6

+ 1

+ 1

WIS - 4
WIS - 8
WIS - 12

7

+ 1

+ 1

WIS - 4
WIS - 8
WIS - 12

8

+ 1

+ 1

WIS - 4
WIS - 8
WIS - 12

9

+ 1

+ 1

WIS - 4
WIS - 8
WIS - 12

Spell Save DC = 10 + WIS + Spell Level

Concentration

=

WIS +

Caster
Level

NATURE BOND

☐ ANIMAL COMPANION ☒ DOMAIN

Granted Power

Granted Power

Level	DC	Uses per day	Level	DC	Uses per day

WILD EMPATHY

**WILD EMPATHY
BONUS**

Druid Level

Misc

=

CHA +

+

WILD SHAPE

Times per day

Times Today

Current Shape

PREPARED SPELLS

0

Domain Spell + 1

1

Domain Spell + 1

2

Domain Spell + 1

3

Domain Spell + 1

4

Domain Spell + 1

5

Domain Spell + 1

6

Domain Spell + 1

7

Domain Spell + 1

8

Domain Spell + 1

9

SCROLLS

POTIONS