

DESERT DRUID

Druid Level

Wild Shape Level

Druid Level

- 2 =

Shape Level

DEITY



DRUID

Druid Level
1☐

Nature Sense

+2 to Knowledge (nature) and Survival

Wild Empathy

Improve the attitude of an animal

2

☐

Desert Native

Bonus in desert terrain

3

☐

Sandwalker

No movement penalty in sandy terrain

4

☐

Desert Ensurance

Endure hot, reduced need to eat and drink

Wild Shape

Become any small or medium animal or vermin

9

☐

Shaded Vision

Immune to blinding, dazzling; +2 to saves against gaze attacks, figments and patterns

13

☐

Dunemeld

Become a swirling mass of sand

15

☐

Timeless Body

No longer age, cannot be magically aged

SPELLS

Spell Save DC

Spells per day

=

Base Spells

+

Bonus Spells

0

1

2

3

4

5

6

7

8

9

WIS

WIS - 4

WIS - 8

WIS - 12

☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

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

Druid Level

Misc

☐

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+

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+

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DESERT NATIVE

DESERT

BONUS

Druid Level

☐

=

☐

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2

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

WILD SHAPE

Times per day

☐

Times Today

☐

PREPARED SPELLS

0

1

2

3

4

5

6

7

8

9

SCROLLS

POTIONS