

PACK LORD

(DRUID)

Druid Level

Level Bonus

+

PACK LORD

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"/>	Woodland Stride Move through undergrowth at normal speed and taking no damage
3	<input type="checkbox"/>	Trackless Step Leave no trail, unless deliberately
4	<input type="checkbox"/>	Resist Nature's Lure +4 to saves against the fey and plants Wild Shape Become any small or medium animal
9	<input type="checkbox"/>	Venom Immunity Immune to all poisons
13	<input type="checkbox"/>	A Thousand Faces Change appearance at will
15	<input type="checkbox"/>	Timeless Body No longer age, cannot be magically aged

SPELLS

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"/> <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"/>

Spell Save DC = 10 + WIS + Spell Level

Concentration = WIS + Caster Level

NATURE BOND

Animal Companion's Name	Creature Type	Levels

WILD EMPATHY

WILD EMPATHY BONUS

Druid Level Misc

= CHA + +

+2Wild Empathy and Handle Animal with your animal companions

WILD SHAPE

Times per day

Times Today

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PREPARED SPELLS

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SCROLLS

POTIONS