

MOONCALLER
(DRUID)

Druid Level
Level Bonus

+

MOONCALLER

Druid Level		Nature Sense +2 to Knowledge (Nature) and Survival
1	<input type="checkbox"/>	Wild Empathy Improve the attitude of an animal
2	<input type="checkbox"/>	Nightsight Low light vision, or darkvision 30ft
3	<input type="checkbox"/>	Trackless Step Leave no trail, unless deliberately
4	<input type="checkbox"/>	Resist Call of the Wild Wild +4 to saves against the confusion, daze, feeblemind and insanity effects; +4 against the abilities of shapechangers Wild Shape Become any small or medium animal
9	<input type="checkbox"/>	Purity of Body Immune to all diseases
13	<input type="checkbox"/>	Wolfsbane Damage reduction
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
	1					WIS - 8
	2					WIS - 12
	3					
	4					
	5					
	6					
	7					
	8					
	9					

Spell Save DC = 10 + WIS + Spell Level

Concentration = WIS +

Caster Level

NATURE BOND

☐ ANIMAL COMPANION ☒ DOMAIN

Granted Power Granted Power

Level		Level	
DC		DC	
Uses per day	<div></div>	Uses per day	<div></div>

WILD EMPATHY

WILD EMPATHY BONUS = CHA + +

Druid Level

Misc

WOLFSBANE

Level	Damage Reduction
13	3 / silver
16	4 / silver
19	5 / silver

WILD SHAPE

Times per day Times Today

PREPARED SPELLS

0

1

2

3

4

5

6

7

8

9

SCROLLS

POTIONS