

# STORM DRUID

Druid  
Level

## STORM DRUID

Druid Level <b>1</b>	<input type="checkbox"/>	<b>Nature Sense</b> +2 to Knowledge (nature) and Survival <b>Wild Empathy</b> Improve the attitude of an animal
<b>2</b>	<input type="checkbox"/>	<b>Windwalker</b> Wind effects (natural or magical) are one step less severe
<b>3</b>	<input type="checkbox"/>	<b>Stormvoice</b> Voice is carried through the wind
<b>4</b>	<input type="checkbox"/>	<b>Eyes of the Storm</b> See through fog, mist, gas, wind or rain <b>Wild Shape</b> Become any small or medium animal
<b>9</b>	<input type="checkbox"/>	<b>Windlord</b> Second domain
<b>13</b>	<input type="checkbox"/>	<b>A Thousand Faces</b> Unaffected by wind; immune to deafness; +2 to saves against sonic effects
<b>15</b>	<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
<b>0</b>	<b>+1</b>	<b>+1</b>	WIS - 4 WIS - 8 WIS - 12
<b>1</b>	<b>+1</b>	<b>+1</b>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<b>2</b>	<b>+1</b>	<b>+1</b>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<b>3</b>	<b>+1</b>	<b>+1</b>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<b>4</b>	<b>+1</b>	<b>+1</b>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<b>5</b>	<b>+1</b>	<b>+1</b>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<b>6</b>	<b>+1</b>	<b>+1</b>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<b>7</b>	<b>+1</b>	<b>+1</b>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<b>8</b>	<b>+1</b>	<b>+1</b>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<b>9</b>	<b>+1</b>	<b>+1</b>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Spell Save DC = 10 + WIS + Spell Level

Concentration  = **WIS** +  Caster Level

## NATURE BOND / STORM LORD

Nature Bond Domain

Storm Lord Domain

Granted Power	Granted Power
Level <input type="text"/>	Level <input type="text"/>
DC <input type="text"/>	DC <input type="text"/>
Uses per day <input type="text"/>	Uses per day <input type="text"/>
Granted Power	Granted Power
Level <input type="text"/>	Level <input type="text"/>
DC <input type="text"/>	DC <input type="text"/>
Uses per day <input type="text"/>	Uses per day <input type="text"/>

## WILD EMPATHY

WILD EMPATHY BONUS Druid Level Misc

= **CHA** +  +

## EYES OF THE STORM

DISTANCE

Druid Level

ft = 5 ft + ( 5 ft ×  )

## WILD SHAPE

Times per day

Times Today

## 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