

DRUID (DRUID)

DEITY

Druid
Level

Level
Bonus

+



DRUID

| | | |
|----------------------------|--------------------------|---|
| 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"/> <input type="checkbox"/> |
| | 2 | | | | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| | 3 | | | | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| | 4 | | | | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| | 5 | | | | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| | 6 | | | | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| | 7 | | | | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| | 8 | | | | <input type="checkbox"/> <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** ☐ **DOMAIN**

Animal Companion's Name

Creature Type

WILD EMPATHY

**WILD EMPATHY
BONUS**

Druid Level

Misc

= **CHA** + +

WILD SHAPE

Times per day

Times Today

Current Shape

PREPARED SPELLS

0

1

2

3

4

5

6

7

8

9

SCROLLS

POTIONS