

PLAINS DRUID

Druid
Level

Wild
Shape

Druid
Level

— 2 =

Shape
Level

DRUID

Druid
Level
1

☐

Nature Sense
+2 to Knowledge (nature) and Survival
Wild Empathy
Improve the attitude of an animal

2

☐

Plains Traveller
Bonus in plains terrain

3

☐

Run Like The Wind
+10ft speed; once an hour, run at double speed

4

☐

Savanna Ambush
Concealment and no penalty when prone;
stand up from prone immediately
Wild Shape
Become any small or medium animal

9

☐

Canny Charger
Charge through allies, turn 90° while charging,
+4 AC and damage against a charging foe

13

☐

A Thousand Faces
Change appearance at will

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

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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

+

+

PLAINS TRAVELLER

PLAINS

BONUS

Druid Level

=

÷

2

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

WILD SHAPE

Times per day

Times Today

PREPARED SPELLS

0

1

2

3

4

5

6

7

8

9

SCROLLS

POTIONS