

URBAN DRUID

Druid
Level

- 4

Druid
Level
Wild
Shape
Level

DEITY

DRUID

Druid Level		Nature Sense +2 to Knowledge (nature) and Survival
1	<input type="checkbox"/>	Wild Empathy Improve the attitude of an animal

2 ☐ **Woodland Stride**
Move through undergrowth at normal speed and taking no damage

Lorekeeper
+2 Diplomacy, Knowledge (local, history, nobility)

4 ☐ **Resist Temptation**
+2 to saves against divination and enchantment

☐ **Wild Shape**
Become any small or medium animal

6 ☐ **A Thousand Faces**
Change appearance at will

9 ☐ **Mental Strength**
Immune to charm and compulsion effects

15 ☐ **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	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Uses per day		

WILD EMPATHY

WILD EMPATHY
BONUS

Druid Level

Misc

$$\boxed{} = \text{CHA} + + $$

WILD SHAPE

Times per day

Times Today

PREPARED SPELLS

O

1

2

3

4

5

6

7

8

9

SCROLLS

POTIONS