

Druid
Level

Wild
Shape
Level

Druid
Level _____

- 2 =

Wild
Shape
Level

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"/>	Desert Native Bonus in desert terrain
3	<input type="checkbox"/>	Sandwalker No movement penalty in sandy terrain
4	<input type="checkbox"/>	Desert Insurance Endure hot, reduced need to eat and drink Wild Shape Become any small or medium animal or vermin
9	<input type="checkbox"/>	Shaded Vision Immune to blinding, dazzling; +2 to saves against gaze attacks, figments, and patterns
13	<input type="checkbox"/>	Dunemeld Become a swirling mass of sand
15	<input type="checkbox"/>	Timeless Body No longer age, cannot be magically aged

Spell Save DC	Spells per day	=	Base Spells	+	Bonus Spells
13	3		3		0
14	4		4		0
15	5		5		0
16	6		6		0
17	7		7		0
18	8		8		0
19	9		9		0
20	10		10		0
21	11		11		0
22	12		12		0
23	13		13		0
24	14		14		0
25	15		15		0
26	16		16		0
27	17		17		0
28	18		18		0
29	19		19		0
30	20		20		0
31	21		21		0
32	22		22		0
33	23		23		0
34	24		24		0
35	25		25		0
36	26		26		0
37	27		27		0
38	28		28		0
39	29		29		0
40	30		30		0
41	31		31		0
42	32		32		0
43	33		33		0
44	34		34		0
45	35		35		0
46	36		36		0
47	37		37		0
48	38		38		0
49	39		39		0
50	40		40		0
51	41		41		0
52	42		42		0
53	43		43		0
54	44		44		0
55	45		45		0
56	46		46		0
57	47		47		0
58	48		48		0
59	49		49		0
60	50		50		0
61	51		51		0
62	52		52		0
63	53		53		0
64	54		54		0
65	55		55		0
66	56		56		0
67	57		57		0
68	58		58		0
69	59		59		0
70	60		60		0
71	61		61		0
72	62		62		0
73	63		63		0
74	64		64		0
75	65		65		0
76	66		66		0
77	67		67		0
78	68		68		0
79	69		69		0
80	70		70		0
81	71		71		0
82	72		72		0
83	73		73		0
84	74		74		0
85	75		75		0
86	76		76		0
87	77		77		0
88	78		78		0
89	79		79		0
90	80		80		0
91	81		81		0
92	82		82		0
93	83		83		0
94	84		84		0
95	85		85		0
96	86		86		0

	0			WIS
	1			<input type="checkbox"/> WIS - 4
	2			<input type="checkbox"/> WIS - 8
	3			<input type="checkbox"/> WIS - 1
	4			<input type="checkbox"/>
	5			<input type="checkbox"/>
	6			<input type="checkbox"/>
	7			<input type="checkbox"/>
	8			<input type="checkbox"/>
	9			<input type="checkbox"/>

Concentration = **WIS** + Caster Level

☐ ANIMAL COMPANION ☒ DOMAIN

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"/>	Uses per day	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

WILD EMPATHY BONUS

Druid Level

Misc

$$= \text{CHA} + \quad +$$
**DESERT
BONUS**

Druid Level

$$= \quad \div 2$$

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

Times per day

Times Today

O

1

2

3

4

5

6

7

8

9

POTIONS

Times Today