

## DRUID

Caster  
Level

Level  
Bonus

DEITY



## DRUID

Druid Level <b>1</b>	<input type="checkbox"/>	<b>Nature Sense</b> +2 to Knowledge (nature) and Survival
<b>2</b>	<input type="checkbox"/>	<b>Wild Empathy</b> Improve the attitude of an animal
<b>3</b>	<input type="checkbox"/>	<b>Woodland Stride</b> Move through undergrowth at normal speed and taking no damage
<b>4</b>	<input type="checkbox"/>	<b>Trackless Step</b> Leave no trail, unless deliberately
<b>9</b>	<input type="checkbox"/>	<b>Resist Nature's Lure</b> +4 to saves against the fey and plants
<b>13</b>	<input type="checkbox"/>	<b>Wild Shape</b> Become any small or medium animal
<b>15</b>	<input type="checkbox"/>	<b>Venom Immunity</b> Immune to all poisons
<b>13</b>	<input type="checkbox"/>	<b>A Thousand Faces</b> Change appearance at will
<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
	0					WIS -4 WIS -8 WIS -12
	1	+1		+1		☐ ☐ ☐ ☐
	2	+1		+1		☐ ☐ ☐ ☐
	3	+1		+1		☐ ☐ ☐ ☐
	4	+1		+1		☐ ☐ ☐ ☐
	5	+1		+1		☐ ☐ ☐ ☐
	6	+1		+1		☐ ☐ ☐ ☐
	7	+1		+1		☐ ☐ ☐ ☐
	8	+1		+1		☐ ☐ ☐ ☐
	9	+1		+1		☐ ☐

Spell Save DC = 10 + WIS + Spell Level

Concentration  = **WIS** +  Caster Level

## NATURE BOND

☐ ANIMAL COMPANION ☒ DOMAIN

Granted Power	Granted Power
---------------	---------------

[illegible]

## WILD EMPATHY

## WILD EMPATHY BONUS

Druid Level      Misc

$$\boxed{\phantom{0000}} = \text{CHA} + \phantom{0000} + \phantom{0000}$$

## WILD SHAPE

Times per day

Times Today

### Current Shape

## PREPARED SPELLS

O

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