

DRUID

Caster Level
Level Bonus

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	<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	+1	+1	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

Level		Level	
DC		DC	
Uses per day	<input type="text"/>	Uses per day	<input type="text"/>

WILD EMPATHY

WILD EMPATHY BONUS

Druid Level

Misc

= CHA +

WILD SHAPE

Times per day

Times Today

Current Shape

PREPARED SPELLS

0	
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