

# DRUID

Caster Level   
Level Bonus

DEITY



## DRUID

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

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  = **CHA** +  +  Misc

## WILD SHAPE

Times per day

Times Today

Current Shape

## PREPARED SPELLS

0

1

2

3

4

5

6

7

8

9

## SCROLLS

## POTIONS