

# MOONCALLER

(DRUID)

Druid  
Level

Level  
Bonus

+

## MOONCALLER

Druid  
Level

1

☐

### Nature Sense

+2 to Knowledge (nature) and Survival

### Wild Empathy

Improve the attitude of an animal

2

☐

### Nightsight

Low light vision, or darkvision 30ft

3

☐

### Trackless Step

Leave no trail, unless deliberately

4

☐

### Resist Call of the Wild

+4 to saves against the confusion, daze, feeblemind and insanity effects;

+4 against the abilities of shapechangers

### Wild Shape

Become any small or medium animal

9

☐

### Purity of Body

Immune to all diseases

13

☐

### Wolfsbane

Damage reduction

15

☐

### Timeless Body

No longer age, cannot be magically aged

## SPELLS

Spell  
Save DC

Spells  
per day

=

Base  
Spells

+

Bonus Spells

Spells

0

1

2

3

4

5

6

7

8

9

WIS - 4

WIS - 8

WIS - 12

WIS - 4

WIS - 8

WIS - 12

WIS - 4

WIS - 8

WIS - 12

WIS - 4

WIS - 8

WIS - 12

WIS - 4

WIS - 8

WIS - 12

WIS - 4

WIS - 8

WIS - 12

WIS - 4

WIS - 8

WIS - 12

WIS - 4

WIS - 8

WIS - 12

WIS - 4

WIS - 8

WIS - 12

Spell Save DC = 10 + WIS + Spell Level

Concentration

=

WIS

+

Caster  
Level

## NATURE BOND

☐ ANIMAL COMPANION

☒ DOMAIN

Granted Power

Granted Power

Level

DC

Uses  
per day

☐☐☐☐☐☐

☐☐☐☐☐☐

Uses  
per day

☐☐☐☐☐☐

## WILD EMPATHY

### WILD EMPATHY

BONUS

Druid Level

Misc

=

CHA

+

+

## WOLFSBANE

Level

Damage Reduction

13

3/silver

16

4/silver

19

5/silver

## WILD SHAPE

Times per day

Times Today

☐☐☐☐☐☐

☐☐☐☐☐☐

## PREPARED SPELLS

0

1

2

3

4

5

6

7

8

9

## SCROLLS

## POTIONS