

## PLAINS DRUID

Druid  
Level  
Wild  
Shape  
Level

Druid Level \_\_\_\_\_ - 2 =

## DRUID

Druid Level <b>1</b>	<input type="checkbox"/>	<b>Nature Sense</b> +2 to Knowledge (nature) and Survival
		<b>Wild Empathy</b> Improve the attitude of an animal
<b>2</b>	<input type="checkbox"/>	<b>Plains Traveller</b> Bonus in plains terrain
<b>3</b>	<input type="checkbox"/>	<b>Run Like The Wind</b> +10ft speed; once an hour, run at double speed
		<b>Savanna Ambush</b> Concealment and no penalty when prone; stand up from prone immediately
<b>4</b>	<input type="checkbox"/>	<b>Wild Shape</b> Become any small or medium animal
<b>9</b>	<input type="checkbox"/>	<b>Canny Charger</b> Charge through allies, turn 90° while charging, +4 AC and damage against a charging foe
<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
	<b>0</b>					WIS - 4 WIS - 8 WIS - 12
	<b>1</b>					<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	<b>2</b>					<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	<b>3</b>					<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	<b>4</b>					<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	<b>5</b>					<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	<b>6</b>					<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	<b>7</b>					<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	<b>8</b>					<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	<b>9</b>					<input type="checkbox"/> <input type="checkbox"/>

Spell Save DC = 10 + WIS + Spell Level

Concentration  = **WIS** + Caster Level

## NATURE BOND

☐ ANIMAL COMPANION ☒ DOMAIN

Granted Power	Granted Power
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	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"/>	<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

## WILD EMPATHY

WILD EMPATHY	
BONUS	Misc
Druid Level	

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

## PLAINS TRAVELLER

PLAINS BONUS	Druid Level
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$$\square = \div 2$$

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

## WILD SHAPE

Times per day	Times Today
1	1
2	2
3	3
4	4
5	5
6	6
7	7
8	8
9	9
10	10
11	11
12	12
13	13
14	14
15	15
16	16
17	17
18	18
19	19
20	20
21	21
22	22
23	23
24	24




## PREPARED SPELLS

O

1

2

3

4

5

6

7

8

9

## SCROLLS

## POTIONS