

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

0

1

2

3

4

5

6

7

8

9

WIS

-4

WIS

-8

WIS

-12

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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

☐☐☐☐☐☐

Level

DC

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