

# JUNGLE DRUID

Druid  
Level

Druid  
Level

- 2 =

Wild  
Shape  
Level

## DRUID

Druid  
Level

1

☐

### Nature Sense

+2 to Knowledge (nature) and Survival

### Wild Empathy

Improve the attitude of an animal

2

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### Jungle Guardian

Bonus in jungle terrain

3

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### Woodland Stride

Move through undergrowth at normal speed and taking no damage

4

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### Torrid Endurance

Endure hot; +4 against disease and exceptional abilities of animals and magical beasts

### Wild Shape

Become any small or medium animal

9

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### Venom Immunity

Immune to all poisons

13

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### Verdant Sentinel

Cast *tree shape* at will

15

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### 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

+

+

## JUNGLE GUARDIAN

### JUNGLE

#### BONUS

Druid Level

=

÷ 2

Bonus to Climb, Knowledge (geography), Perception, Stealth and Survival while in jungle terrains.

## WILD SHAPE

Times per day

Times Today

## PREPARED SPELLS

0

1

2

3

4

5

6

7

8

9

## SCROLLS

## POTIONS