DESERT DRUID

Druid Level _____

Druid Level _____ − 2 = Wild Shape Level _____

DEITY

GOOD LAWFUL CHAOTIC EVIL

DRUID

Druid Level		
1	☐	**Nature Sense** +2 to Knowledge (nature) and Survival **Wild Empathy** Improve the attitude of an animal
2	☐	**Desert Native** Bonus in desert terrain
3	☐	**Sandwalker** No movement penalty in sandy terrain
4	☐	**Desert Ensurance** Endure hot, reduced need to eat and drink **Wild Shape** Become any small or medium animal or vermin
9	☐	**Shaded Vision** Immune to blinding, dazzling; +2 to saves against gaze attacks, figments and patterns
13	☐	**Dunemeld** Become a swirling mass of sand
15	☐	**Timeless Body** No longer age, cannot be magically aged

SPELLS

Spell Save DC		Spells per day	=	Base Spells	+	Bonus Spells WIS	WIS - 4	WIS - 8	WIS - 12
	0								
	1					☐	☐	☐	☐
	2					☐	☐	☐	☐
	3					☐	☐	☐	☐
	4					☐	☐	☐	☐
	5					☐	☐	☐	
	6					☐	☐	☐	
	7					☐	☐	☐	
	8					☐	☐	☐	
	9					☐	☐		

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 + Druid Level _____ + Misc _____

DESERT NATIVE

DESERT BONUS

☐ = Druid Level _____ ÷ 2

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

WILD SHAPE

Times per day ☐

Times Today ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

PREPARED SPELLS

	0	
☐☐☐	1	☐☐☐
☐☐☐		☐☐☐
☐☐☐		☐☐☐
☐☐☐		☐☐☐
☐☐☐		☐☐☐
☐☐☐	2	☐☐☐
☐☐☐		☐☐☐
☐☐☐		☐☐☐
☐☐☐		☐☐☐
☐☐☐		☐☐☐
☐☐☐	3	☐☐☐
☐☐☐		☐☐☐
☐☐☐		☐☐☐
☐☐☐		☐☐☐
☐☐☐	4	☐☐☐
☐☐☐		☐☐☐
☐☐☐		☐☐☐
☐☐☐		☐☐☐
☐☐☐	5	☐☐☐
☐☐☐		☐☐☐
☐☐☐		☐☐☐
☐☐☐		☐☐☐
☐☐☐	6	☐☐☐
☐☐☐		☐☐☐
☐☐☐		☐☐☐
☐☐☐		☐☐☐
☐☐☐	7	☐☐☐
☐☐☐		☐☐☐
☐☐☐		☐☐☐
☐☐☐		☐☐☐
☐☐☐	8	☐☐☐
☐☐☐		☐☐☐
☐☐☐		☐☐☐
☐☐☐	9	☐☐☐
☐☐☐		☐☐☐
☐☐☐		☐☐☐

SCROLLS

POTIONS