# DESERT DRUID

Druid Level ____ − 2 = Wild Shape Level ____

Druid Level ____

DEITY

## DRUID

| Druid Level | | |
|---|---|---|
| 1 | ☐ | **Nature Sense**<br>+2 to Knowledge (nature) and Survival<br>**Wild Empathy**<br>Improve the attitude of an animal |
| 2 | ☐ | **Desert Native**<br>Bonus in desert terrain |
| 3 | ☐ | **Sandwalker**<br>No movement penalty in sandy terrain |
| 4 | ☐ | **Desert Ensurance**<br>Endure hot, reduced need to eat and drink<br>**Wild Shape**<br>Become any small or medium animal or vermin |
| 9 | ☐ | **Shaded Vision**<br>Immune to blinding, dazzling; +2 to saves against gaze attacks, figments and patterns |
| 13 | ☐ | **Dunemeld**<br>Become a swirling mass of sand |
| 15 | ☐ | **Timeless Body**<br>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