DRUID

Druid Level

Level Bonus +

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	☐	**Woodland Stride** Move through undergrowth at normal speed and taking no damage
3	☐	**Trackless Step** Leave no trail, unless deliberately
4	☐	**Resist Nature's Lure** +4 to saves against the fey and plants **Wild Shape** Become any small or medium animal
9	☐	**Venom Immunity** Immune to all poisons
13	☐	**A Thousand Faces** Change appearance at will
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	+1		+1		☐	☐	☐	☐
	2	+1		+1		☐	☐	☐	☐
	3	+1		+1		☐	☐	☐	☐
	4	+1		+1		☐	☐	☐	☐
	5	+1		+1		☐	☐	☐	
	6	+1		+1		☐	☐	☐	
	7	+1		+1		☐	☐	☐	
	8	+1		+1		☐	☐	☐	
	9	+1		+1		☐	☐		

Spell Save DC = 10 + WIS + Spell Level

Concentration ☐ = WIS + ____ Caster Level

NATURE BOND

☐ ANIMAL COMPANION ☒ DOMAIN

Granted Power

Level

DC

Uses per day ☐☐☐☐☐ ☐☐☐☐☐

Granted Power

Level

DC

Uses per day ☐☐☐☐☐ ☐☐☐☐☐

WILD EMPATHY

WILD EMPATHY BONUS

☐ = CHA + ____ Druid Level + ____ Misc

WILD SHAPE

Times per day ☐

Times Today ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

Current Shape

PREPARED SPELLS

0

☐☐☐ Domain Spell +1

1

☐☐☐ Domain Spell +1

2

☐☐☐ Domain Spell +1

3

☐☐☐ Domain Spell +1

4

☐☐☐ Domain Spell +1

5

☐☐☐ Domain Spell +1

6

☐☐☐ Domain Spell +1

7

☐☐☐ Domain Spell +1

8

☐☐☐ Domain Spell +1

9

SCROLLS

POTIONS