

Druid
Level

Wild
Shape
Level

- 2 =

DRUID	
Druid Level 1	<input type="checkbox"/> Nature Sense +2 to Knowledge (nature) and Survival Wild Empathy Improve the attitude of an animal
2	<input type="checkbox"/> Jungle Guardian Bonus in jungle terrain
3	<input type="checkbox"/> Woodland Stride Move through undergrowth at normal speed and taking no damage
4	<input type="checkbox"/> Torrid Endurance Endure hot; +4 against disease and exceptional abilities of animals and magical beasts Wild Shape Become any small or medium animal
9	<input type="checkbox"/> Venom Immunity Immune to all poisons
13	<input type="checkbox"/> Verdant Sentinel Cast <i>tree shape</i> at will
15	<input type="checkbox"/> Timeless Body No longer age, cannot be magically aged

SPILLS

Spell Save DC		Spells per day	=	Base Spells	+	Bonus Spells
	0					WIS WS - 4 WS - 8 WS - 12
	1					<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	2					<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	3					<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	4					<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	5					<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	6					<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	7					<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	8					<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	9					<input type="checkbox"/> <input type="checkbox"/>

Spell Save DC = 10 + WIS + Spell Level

Concentration = **WIS** + Caster Level

NATURE BOND

Granted Power

	Level		Level	
	DC		DC	
Uses per day	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Uses per day	

WILD EMPATHY			
BONUS		Druid Level	Misc
	=	CHA	+

JUNGLE
BONUS Druid Level

= ÷ 2

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

Times per day	Times Today
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

[illegible]