REINCARNATED DRUID

Druid Level

Druid Level – 2 = Wild Shape Level

REINCARNATED DRUID

Druid Level		
1	☐	**Nature Sense** +2 to Knowledge (nature) and Survival **Wild Empathy** Improve the attitude of an animal
2	☐	**Mysterious Stranger** Add half your level to the DC of Sense Motive, Diplomacy and Knowledge checks about you
3	☐	**Trackless Step** Leave no trail, unless deliberately
4	☐	**Resist Death's Touch** +4 to saves against death effects, energy drain and necromancy
5	☐	**Many Lives** Reincarnate if killed
6	☐	**Wild Shape** Become any small or medium animal
9	☐	**Cheat Death** Reroll a save against death effects, energy drain or necromancy
13	☐	**A Thousand Faces** Change appearance at will
15	☐	**Tongue of the Sun and Moon** Speak with any living creature

SPELLS

Spell Save DC		Spells per day	= Base Spells	+ Bonus Spells (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

WILD SHAPE

Times per day ☐ Times Today ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

Current Shape

PREPARED SPELLS

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

SCROLLS

POTIONS