

Druid  
Level

Wild  
Shape  
Level

- 2 =

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

SPILLS

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