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

Granted Power		Granted Power	
	Level	Level	
	DC	DC	
	Uses per day ☐☐☐☐☐ ☐☐☐☐☐	☐☐☐☐☐ ☐☐☐☐☐ Uses per day	

WILD EMPATHY

WILD EMPATHY BONUS ____ = CHA + Druid Level ____ + Misc ____

WILD SHAPE

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

PREPARED SPELLS

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

SCROLLS

POTIONS