

DESERT DRUID

Druid Level _____

- 2 =

Druid Level
Wild Shape Level

DEITY



DRUID

Druid Level
1

Senso da Natureza
+2 em Conhecimento (natureza) e em Sobrevivência
Empatia com a Natureza
Melhora a Atitude de um Animal

2

Desert Native
Bonus in desert terrain

3

Sandwalker
No movement penalty in sandy terrain

4

Desert Ensurance
Endure hot, reduced need to eat and drink
Wild Shape
Become any small or medium animal or vermin

9

Shaded Vision
Immune to blinding, dazzling; +2 to saves against gaze attacks, figments and patterns

13

Dunemeld
Become a swirling mass of sand

15

Corpo Atemporal
Não envelhece, ignora magias de envelhecimento

SPELLS

Spell Save DC	Spells per day	=	Base Spells	+	Bonus Spells
	0				WIS - 4 WIS - 8 WIS - 12
	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

EMPATIA COM A NATUREZA

EMPATIA COM A NATUREZA

BÔNUS

Druid Level

Misc

□ = CHA + +

DESERT NATIVE

DESERT

BONUS

Druid Level

□ = ÷ 2

Bonus to Initiative, Knowledge (geography), Perception, Stealth and Survival while in aquatic terrains.

WILD SHAPE

Times per day

Times Today

PREPARED SPELLS

0

1

2

3

4

5

6

7

8

9

SCROLLS

POTIONS