

# DRUID (DRUID)

DEITY

Druid  
Level

Level  
Bonus

+



## 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>Woodland Stride</b> Move through undergrowth at normal speed and taking no damage
<b>3</b>	<input type="checkbox"/>	<b>Trackless Step</b> Leave no trail, unless deliberately
<b>4</b>	<input type="checkbox"/>	<b>Resist Nature's Lure</b> +4 to saves against the fey and plants <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>A Thousand Faces</b> Change appearance at will
<b>15</b>	<input type="checkbox"/>	<b>Timeless Body</b> No longer age, cannot be magically aged

## SPELLS

Spell Save DC	Spells per day	=	Base Spells	+	Bonus Spells
	<b>0</b>				WIS - 4 WIS - 8 WIS - 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

☒ **ANIMAL COMPANION** ☐ **DOMAIN**

Animal Companion's Name

Creature Type

## WILD EMPATHY

**WILD EMPATHY  
BONUS**

Druid Level Misc

= **CHA** +  +

## WILD SHAPE

Times per day

Times Today

  
  

Current Shape

## PREPARED SPELLS

0

1

2

3

4

5

6

7

8

9

## SCROLLS

## POTIONS