

# DESERT DRUID

Druid  
Level \_\_\_\_\_

Druid  
Level \_\_\_\_\_

- 2 =

Wild  
Shape  
Level \_\_\_\_\_

DEITY



## 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>Desert Native</b> Bonus in desert terrain
<b>3</b>	<input type="checkbox"/>	<b>Sandwalker</b> No movement penalty in sandy terrain
<b>4</b>	<input type="checkbox"/>	<b>Desert Ensurance</b> Endure hot, reduced need to eat and drink <b>Wild Shape</b> Become any small or medium animal or vermin
<b>9</b>	<input type="checkbox"/>	<b>Shaded Vision</b> Immune to blinding, dazzling; +2 to saves against gaze attacks, figments and patterns
<b>13</b>	<input type="checkbox"/>	<b>Dunemeld</b> Become a swirling mass of sand
<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"/> <input type="checkbox"/>
	<b>6</b>				<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	<b>7</b>				<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	<b>8</b>				<input type="checkbox"/> <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** + \_\_\_\_\_ + \_\_\_\_\_

## 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