

Druid  
Level  
Wild  
Shape  
Level

Druid  
Level

- 2 =

<div> <div></div> <div>DRUID</div> <div></div> </div>		
<div>Druid</div> <div>Level</div> <div>1</div>	<input type="checkbox"/>	<div><b>Senso da Natureza</b></div> <div>+2 em Conhecimento (natureza) e em Sobrevivência</div> <div><b>Empatia com a Natureza</b></div> <div>Melhora a Atitude de um Animal</div>
<div>2</div>	<input type="checkbox"/>	<div><b>Jungle Guardian</b></div> <div>Bonus in jungle terrain</div>
<div>3</div>	<input type="checkbox"/>	<div><b>Woodland Stride</b></div> <div>Move through undergrowth at normal speed and taking no damage</div>
<div>4</div>	<input type="checkbox"/>	<div><b>Torrid Endurance</b></div> <div>Endure hot; +4 against disease and exceptional abilities of animals and magical beasts</div> <div><b>Forma Selvagem</b></div> <div>Torna-se qualquer animal médio ou pequeno</div>
<div>9</div>	<input type="checkbox"/>	<div><b>Venom Immunity</b></div> <div>Immune to all poisons</div>
<div>13</div>	<input type="checkbox"/>	<div><b>Verdant Sentinel</b></div> <div>Cast <i>tree shape</i> at will</div>
<div>15</div>	<input type="checkbox"/>	<div><b>Corpo Atemporal</b></div> <div>Não envelhece, ignora magias de envelhecimento</div>

SPELLS

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

Spell Save DC = 10 + WIS + Spell Level

Spell Save DC = 10 + WIS + Spell Level

### Concentration

= WIS +

Caste  
Level

☒ **ANIMAL COMPANION**   ☐ **DOMAIN**  
Animal Companion's Name

Animal Companion's Name

### Creature Type

EMPATIA COM A NATUREZA			
BÔNUS		Druid Level	Misc
	=	CHA	+

## EMPATIA COM A NATUREZA

Druid Level

Misc

$$= \text{CHA} + \quad +$$

**JUNGLE BONUS**

Druid Level

=  ÷ 2

Bonus to Climb, Knowledge (geography), Perception, Stealth and Survival while in jungle terrains.

## JUNGLE BONUS

Druid Level

$$= \div 2$$

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"/>

Times per day

## Times Today

[illegible]