CAVE DRUID

Druid Level _____ − 2 = Wild Shape Level

Druid Level

DEITY

GOOD · LAWFUL · CHAOTIC · EVIL

DRUID

Druid Level		
1	☐	**Cavesense** +2 to Knowledge (dungeoneering) and Survival **Empatia com a Natureza** Melhora a Atitude de um Animal
2	☐	**Tunnelrunner** Move through narrow passages or rubble at normal speed and taking no damage
3	☐	**Lightfoot** Cannot be detected by tremorsense
4	☐	**Resist Subterranean Corruption** +2 to saves against the oozes and abberations **Wild Shape** Become any small or medium animal or ooze
9	☐	**Venom Immunity** Immune to all poisons
13	☐	**A Thousand Faces** Change appearance at will
15	☐	**Corpo Atemporal** Não envelhece, ignora magias de envelhecimento

SPELLS

Spell Save DC		Spells per day	= Base Spells	+ Bonus Spells (WIS / 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

Poder Garantido | Poder Garantido

Nível | Nível

CD | CD

Usos Diários ☐☐☐☐☐ ☐☐☐☐☐ | ☐☐☐☐☐ ☐☐☐☐☐ Usos Diários

EMPATIA COM A NATUREZA

EMPATIA COM A NATUREZA BÔNUS ☐ = CHA + _____ Druid Level + _____ Misc

WILD SHAPE

Times per day ☐ | Times Today ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

Current Shape

PREPARED SPELLS

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

SCROLLS

POTIONS