

CAVE DRUID

Druid
Level

- 2 =

Druid
Level
Wild
Shape
Level

DEITY

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 aberrations
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 DCSpells
per day

=

Base
Spells

+

Bonus Spells

0

1

2

3

4

5

6

7

8

9

WIS

WIS - 4

WIS - 8

WIS - 12

☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

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

+

+

WILD SHAPE

Times per day

Times Today

Current Shape

PREPARED SPELLS

0

1

2

3

4

5

6

7

8

9

SCROLLS

POTIONS