

Druid
Level

STORM DRUID		
Druid Level 1	<input type="checkbox"/>	Nature Sense +2 to Knowledge (nature) and Survival Wild Empathy Improve the attitude of an animal
2	<input type="checkbox"/>	Windwalker Wind effects (natural or magical) are one step less severe
3	<input type="checkbox"/>	Stormvoice Voice is carried through the wind
4	<input type="checkbox"/>	Eyes of the Storm See through fog, mist, gas, wind or rain Wild Shape Become any small or medium animal
9	<input type="checkbox"/>	Windlord Second domain
13	<input type="checkbox"/>	A Thousand Faces Unaffected by wind; immune to deafness; +2 to saves against sonic effects
15	<input type="checkbox"/>	Timeless Body No longer age, cannot be magically aged

SPELLS

Spell Save DC = 10 + WIS + Spell Level

NATURE BOND / STORM LORD

Granted Power Granted Power

	per day	<div><div></div><div></div><div></div><div></div><div></div></div>	<div><div></div><div></div><div></div><div></div><div></div></div>	per day	
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WILD EMPATHY

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

EYES OF THE STORM

$$\boxed{\quad} \text{ ft} = 5 \text{ ft} + (5 \text{ ft} \times \quad)$$

WILD SHAPE

Times per day Times Today

PREPARED SPELLS

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Domain Spell +1

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SCROLL 3

SCROLLS

POTIONS

[illegible]