

DRUID

Druid
Level

Level
Bonus

DEITY



DRUID

Druid Level 1	<input type="checkbox"/>	Nature Sense +2 to Knowledge (nature) and Survival
2	<input type="checkbox"/>	Wild Empathy Improve the attitude of an animal
3	<input type="checkbox"/>	Woodland Stride Move through undergrowth at normal speed and taking no damage
4	<input type="checkbox"/>	Trackless Step Leave no trail, unless deliberately
9	<input type="checkbox"/>	Resist Nature's Lure +4 to saves against the fey and plants
13	<input type="checkbox"/>	Wild Shape Become any small or medium animal
15	<input type="checkbox"/>	Venom Immunity Immune to all poisons
13	<input type="checkbox"/>	A Thousand Faces Change appearance at will
15	<input type="checkbox"/>	Timeless Body No longer age, cannot be magically aged

SPELLS

Spell Save DC		Spells per day	=	Base Spells	+	Bonus Spells
	0					WIS -4 WIS -8 WIS -12
	1	+1		+1		☐ ☐ ☐ ☐
	2	+1		+1		☐ ☐ ☐ ☐
	3	+1		+1		☐ ☐ ☐ ☐
	4	+1		+1		☐ ☐ ☐ ☐
	5	+1		+1		☐ ☐ ☐ ☐
	6	+1		+1		☐ ☐ ☐ ☐
	7	+1		+1		☐ ☐ ☐ ☐
	8	+1		+1		☐ ☐ ☐ ☐
	9	+1		+1		☐ ☐

Spell Save DC = 10 + WIS + Spell Level

Concentration = **WIS** + Caster Level

NATURE BOND

☐ ANIMAL COMPANION ☒ DOMAIN

Granted Power	Granted Power
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[illegible]

WILD EMPATHY

WILD EMPATHY
BONUS

Druid Level Misc

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

WILD SHAPE

Times per day

Times Today

Current Shape

PREPARED SPELLS

O

Domain Spell +1

1

Domain Spell +1

2

Domain Spell +1

3

Domain Spell +1

4

Domain Spell + 1

5

Domain Spell + 1

6

Domain Spell + 1

7

Domain Spell +1

8

Domain Spell +1

9

SCROLLS

POTIONS