

Druid  
Level

Wild  
Shape  
Level

**- 2 =**

DRUID	
Druid Level <b>1</b>	<input type="checkbox"/> <b>Nature Sense</b> +2 to Knowledge (nature) and Survival <b>Wild Empathy</b> Improve the attitude of an animal
<b>2</b>	<input type="checkbox"/> <b>Jungle Guardian</b> Bonus in jungle terrain
<b>3</b>	<input type="checkbox"/> <b>Woodland Stride</b> Move through undergrowth at normal speed and taking no damage
<b>4</b>	<input type="checkbox"/> <b>Torrid Endurance</b> Endure hot; +4 against disease and exceptional abilities of animals and magical beasts <b>Wild Shape</b> Become any small or medium animal
<b>9</b>	<input type="checkbox"/> <b>Venom Immunity</b> Immune to all poisons
<b>13</b>	<input type="checkbox"/> <b>Verdant Sentinel</b> Cast <i>tree shape</i> at will
<b>15</b>	<input type="checkbox"/> <b>Timeless Body</b> No longer age, cannot be magically aged

SPILLS

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

Spell Save DC = 10 + WIS + Spell Level

## POTIONS