DRUID
(DRUID)

Druid Level

Level Bonus +

DEITY

DRUID

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

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

Animal Companion's Name

Creature Type

WILD EMPATHY

WILD EMPATHY BONUS ☐ = 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