

# DRUID ABILITIES

**NATURE BOND**

**ANIMAL COMPANION**

NAME \_\_\_\_\_ TYPE \_\_\_\_\_  
 SIZE \_\_\_\_\_ INITIATIVE \_\_\_\_\_ SPEED \_\_\_\_\_

STR  DEX  CON  INT  WIS  CHA   
**CMB**  **CMD**

SAVING THROWS    ATTACKS

|                       |                                                                                |              |                    |              |                |
|-----------------------|--------------------------------------------------------------------------------|--------------|--------------------|--------------|----------------|
| <input type="radio"/> | FORTITUDE (CON)<br>Good <input type="checkbox"/> Poor <input type="checkbox"/> | WEAPON _____ | ATTACK BONUS _____ | DAMAGE _____ | CRITICAL _____ |
| <input type="radio"/> | REFLEX (DEX)<br>Good <input type="checkbox"/> Poor <input type="checkbox"/>    | WEAPON _____ | ATTACK BONUS _____ | DAMAGE _____ | CRITICAL _____ |
| <input type="radio"/> | WILL (WIS)<br>Good <input type="checkbox"/> Poor <input type="checkbox"/>      | WEAPON _____ | ATTACK BONUS _____ | DAMAGE _____ | CRITICAL _____ |

SPECIAL ABILITIES

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**DOMAIN**

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|----------------------|----------------------|----------------------|
| WOUNDS/CURRENT HP    | TOTAL HIT POINTS     | DR                   |
| <input type="text"/> | <input type="text"/> | <input type="text"/> |
| ENERGY RESISTANCE    |                      |                      |
| <input type="text"/> |                      |                      |
| TOUCH AC             |                      | <input type="text"/> |
| FLAT FOOTED AC       |                      | <input type="text"/> |

AC  = 10 +  +  +  +  +  +

TOTAL                      DEX MODIFIER                      SIZE MODIFIER                      NATURAL ARMOR                      MISC. MODIFIER                      MISC. MODIFIER

SKILLS                      FEATS

|                      |                      |                      |
|----------------------|----------------------|----------------------|
| <input type="text"/> | <input type="text"/> | <input type="text"/> |
| <input type="text"/> | <input type="text"/> | <input type="text"/> |
| <input type="text"/> | <input type="text"/> | <input type="text"/> |

**NATURE SENSE**    +2 BONUS ON KNOWLEDGE (NATURE) AND SURVIVAL CHECKS

**WILD EMPATHY**    THIS ABILITY FUNCTIONS JUST LIKE A DIPLOMACY CHECK MADE TO IMPROVE THE ATTITUDE OF A PERSON. THE DRUID ROLLS 1D20 AND ADDS HER DRUID LEVEL AND HER CHARISMA MODIFIER TO DETERMINE THE WILD EMPATHY CHECK RESULT. THE TYPICAL DOMESTIC ANIMAL HAS A STARTING ATTITUDE OF INDIFFERENT, WHILE WILD ANIMALS ARE USUALLY UNFRIENDLY. THE DRUID AND THE ANIMAL MUST BE WITHIN 30 FEET OF ONE ANOTHER. INFLUENCING AN ANIMAL IN THIS WAY TAKES AT LEAST 1 MINUTE. A DRUID CAN ALSO USE THIS ABILITY TO INFLUENCE A MAGICAL BEAST WITH AN INT OF 1 OR 2, BUT AT A -4 PENALTY.

**WOODLAND STRIDE**    STARTING AT 2ND LEVEL, A DRUID MAY MOVE THROUGH ANY SORT OF UNDERGROWTH (SUCH AS NATURAL THORNS, BRIARS, OVERGROWN AREAS, AND SIMILAR TERRAIN) AT HER NORMAL SPEED AND WITHOUT TAKING DAMAGE OR SUFFERING ANY OTHER IMPAIRMENT. THORNS, BRIARS, AND OVERGROWN AREAS THAT HAVE BEEN MAGICALLY MANIPULATED TO IMPEDE MOTION, HOWEVER, STILL AFFECT HER.

**TRACKLESS STEP**    STARTING AT 3RD LEVEL, A DRUID LEAVES NO TRAIL IN NATURAL SURROUNDINGS AND CANNOT BE TRACKED. SHE MAY CHOOSE TO LEAVE A TRAIL IF SO DESIRED.

**RESIST NATURE'S LURE**    STARTING AT 4TH LEVEL, A DRUID GAINS A +4 BONUS ON SAVING THROWS AGAINST THE SPELL-LIKE AND SUPERNATURAL ABILITIES OF FEY. THIS BONUS ALSO APPLIES TO SPELLS AND EFFECTS THAT UTILIZE OR TARGET PLANTS, SUCH AS BLIGHT, ENTANGLE, SPIKE GROWTH, AND WARP WOOD.

**VENOM IMMUNITY**    AT 9TH LEVEL, A DRUID GAINS IMMUNITY TO ALL POISONS.

**A THOUSAND FACES**    AT 13TH LEVEL, A DRUID GAINS THE ABILITY TO CHANGE HER APPEARANCE AT WILL, AS IF USING THE ALTER SELF SPELL, BUT ONLY WHILE IN HER NORMAL FORM.

**WILD SHAPE**     USES PER DAY     TIMES USED

AT 4TH LEVEL, A DRUID GAINS THE ABILITY TO TURN HERSELF INTO ANY SMALL OR MEDIUM ANIMAL AND BACK AGAIN ONCE PER DAY. HER OPTIONS FOR NEW FORMS INCLUDE ALL CREATURES WITH THE ANIMAL TYPE. THIS ABILITY FUNCTIONS LIKE THE BEAST SHAPE I SPELL, EXCEPT AS NOTED HERE. THE EFFECT LASTS FOR 1 HOUR PER DRUID LEVEL, OR UNTIL SHE CHANGES BACK. CHANGING FORM (TO ANIMAL OR BACK) IS A STANDARD ACTION AND DOESN'T PROVOKE AN ATTACK OF OPPORTUNITY. THE FORM CHOSEN MUST BE THAT OF AN ANIMAL WITH WHICH THE DRUID IS FAMILIAR.

A DRUID LOSES HER ABILITY TO SPEAK WHILE IN ANIMAL FORM BECAUSE SHE IS LIMITED TO THE SOUNDS THAT A NORMAL, UNTRAINED ANIMAL CAN MAKE, BUT SHE CAN COMMUNICATE NORMALLY WITH OTHER ANIMALS OF THE SAME GENERAL GROUPING AS HER NEW FORM. (THE NORMAL SOUND A WILD PARROT MAKES IS A SQUAWK, SO CHANGING TO THIS FORM DOES NOT PERMIT SPEECH.)

A DRUID CAN USE THIS ABILITY AN ADDITIONAL TIME PER DAY AT 6TH LEVEL AND EVERY TWO LEVELS THEREAFTER, FOR A TOTAL OF EIGHT TIMES AT 18TH LEVEL. AT 20TH LEVEL, A DRUID CAN USE WILD SHAPE AT WILL.

AT 6TH LEVEL, A DRUID CAN ALSO USE WILD SHAPE TO CHANGE INTO A LARGE OR TINY ANIMAL OR A SMALL ELEMENTAL. WHEN TAKING THE FORM OF AN ANIMAL, A DRUID'S WILD SHAPE NOW FUNCTIONS AS BEAST SHAPE II. WHEN TAKING THE FORM OF AN ELEMENTAL, THE DRUID'S WILD SHAPE FUNCTIONS AS ELEMENTAL BODY I.

AT 8TH LEVEL, A DRUID CAN ALSO USE WILD SHAPE TO CHANGE INTO A HUGE OR DIMINUTIVE ANIMAL, A MEDIUM ELEMENTAL, OR A SMALL OR MEDIUM PLANT CREATURE. WHEN TAKING THE FORM OF ANIMALS, A DRUID'S WILD SHAPE NOW FUNCTIONS AS BEAST SHAPE III. WHEN TAKING THE FORM OF AN ELEMENTAL, THE DRUID'S WILD SHAPE NOW FUNCTIONS AS ELEMENTAL BODY II. WHEN TAKING THE FORM OF A PLANT CREATURE, THE DRUID'S WILD SHAPE FUNCTIONS AS PLANT SHAPE I.

AT 10TH LEVEL, A DRUID CAN ALSO USE WILD SHAPE TO CHANGE INTO A LARGE ELEMENTAL OR A LARGE PLANT CREATURE. WHEN TAKING THE FORM OF AN ELEMENTAL, THE DRUID'S WILD SHAPE NOW FUNCTIONS AS ELEMENTAL BODY III. WHEN TAKING THE FORM OF A PLANT, THE DRUID'S WILD SHAPE NOW FUNCTIONS AS PLANT SHAPE II.

AT 12TH LEVEL, A DRUID CAN ALSO USE WILD SHAPE TO CHANGE INTO A HUGE ELEMENTAL OR A HUGE PLANT CREATURE. WHEN TAKING THE FORM OF AN ELEMENTAL, THE DRUID'S WILD SHAPE NOW FUNCTIONS AS ELEMENTAL BODY IV. WHEN TAKING THE FORM OF A PLANT, THE DRUID'S WILD SHAPE NOW FUNCTIONS AS PLANT SHAPE III.

**TIMELESS BODY**    AFTER ATTAINING 15TH LEVEL, A DRUID NO LONGER TAKES ABILITY SCORE PENALTIES FOR AGING AND CANNOT BE MAGICALLY AGED. ANY PENALTIES SHE MAY HAVE ALREADY INCURRED, HOWEVER, REMAIN IN PLACE. BONUSES STILL ACCRUE, AND THE DRUID STILL DIES OF OLD AGE WHEN HER TIME IS UP.

# DRUID SPELLS PREPARED

## CASTER LEVEL AND RANGES

CASTER LEVEL     SHORT RANGE 25 FT + 5 FT/2 LVLS     MEDIUM RANGE 100 FT + 10 FT LVL     LONG RANGE 400 FT + 40 FT LVL

## CONCENTRATION

CASTER LEVEL +  WISDOM MODIFIER +  MISC. MODIFIER =  TOTAL BONUS

### 0 LEVEL SPELLS

MODIFIERS

SPELL SAVE DC

SPILLS USED

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### 1ST LEVEL SPELLS

MODIFIERS

SPELL SAVE DC     SPELLS PER DAY     BONUS SPELLS

SPILLS USED

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### 2ND LEVEL SPELLS

MODIFIERS

SPELL SAVE DC     SPELLS PER DAY     BONUS SPELLS

SPILLS USED

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### 3RD LEVEL SPELLS

MODIFIERS

SPELL SAVE DC     SPELLS PER DAY     BONUS SPELLS

SPILLS USED

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### DOMAIN SPELL

### DOMAIN SPELL

### DOMAIN SPELL

### METAMAGIC FEATS

|                      |                      |
|----------------------|----------------------|
| FEAT NAME            | LEVEL ADJUSTMENT     |
| <input type="text"/> | <input type="text"/> |
| <input type="text"/> | <input type="text"/> |
| <input type="text"/> | <input type="text"/> |
| <input type="text"/> | <input type="text"/> |
| <input type="text"/> | <input type="text"/> |
| <input type="text"/> | <input type="text"/> |
| <input type="text"/> | <input type="text"/> |

### 4TH LEVEL SPELLS

MODIFIERS

SPELL SAVE DC     SPELLS PER DAY     BONUS SPELLS

SPILLS USED

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### DOMAIN SPELL

### 5TH LEVEL SPELLS

MODIFIERS

SPELL SAVE DC     SPELLS PER DAY     BONUS SPELLS

SPILLS USED

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### DOMAIN SPELL

### 6TH LEVEL SPELLS

MODIFIERS

SPELL SAVE DC     SPELLS PER DAY     BONUS SPELLS

SPILLS USED

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### DOMAIN SPELL

### POTIONS/SCROLLS/WANDS

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### 7TH LEVEL SPELLS

MODIFIERS

SPELL SAVE DC     SPELLS PER DAY     BONUS SPELLS

SPILLS USED

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### DOMAIN SPELL

### 8TH LEVEL SPELLS

MODIFIERS

SPELL SAVE DC     SPELLS PER DAY     BONUS SPELLS

SPILLS USED

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### DOMAIN SPELL

### 9TH LEVEL SPELLS

MODIFIERS

SPELL SAVE DC     SPELLS PER DAY     BONUS SPELLS

SPILLS USED

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### DOMAIN SPELL

