

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

SPECIAL ABILITIES

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.

DOMAIN

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

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

FEATS

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

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

1ST LEVEL SPELLS

MODIFIERS

SPELL SAVE DC SPELLS PER DAY BONUS SPELLS

SPILLS USED

2ND LEVEL SPELLS

MODIFIERS

SPELL SAVE DC SPELLS PER DAY BONUS SPELLS

SPILLS USED

3RD LEVEL SPELLS

MODIFIERS

SPELL SAVE DC SPELLS PER DAY BONUS SPELLS

SPILLS USED

DOMAIN SPELL

DOMAIN SPELL

DOMAIN SPELL

METAMAGIC FEATS

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

4TH LEVEL SPELLS

MODIFIERS

SPELL SAVE DC SPELLS PER DAY BONUS SPELLS

SPILLS USED

DOMAIN SPELL

5TH LEVEL SPELLS

MODIFIERS

SPELL SAVE DC SPELLS PER DAY BONUS SPELLS

SPILLS USED

DOMAIN SPELL

6TH LEVEL SPELLS

MODIFIERS

SPELL SAVE DC SPELLS PER DAY BONUS SPELLS

SPILLS USED

DOMAIN SPELL

POTIONS/SCROLLS/WANDS

<input type="text"/>

7TH LEVEL SPELLS

MODIFIERS

SPELL SAVE DC SPELLS PER DAY BONUS SPELLS

SPILLS USED

DOMAIN SPELL

8TH LEVEL SPELLS

MODIFIERS

SPELL SAVE DC SPELLS PER DAY BONUS SPELLS

SPILLS USED

DOMAIN SPELL

9TH LEVEL SPELLS

MODIFIERS

SPELL SAVE DC SPELLS PER DAY BONUS SPELLS

SPILLS USED

DOMAIN SPELL

