

BAB Low

HP per Lv 6(d8)

Weapon Proficiency any 1 group plus natural

Armor Proficiency Light, Medium, Shield

Saving Throw Proficiency Fortitude, Will

Bonus Language Druidic

Requirement Alignment must be any neutral

Level	Class Ability
1st	Druidic oath , <u>Nature</u> bond , nature sense , spells , wild empathy
2nd	Woodland stride
3rd	Trackless step
4th	Resist nature's lure , Wild shape (1/day)
5th	--
6th	Wild shape (2/day)
7th	--
8th	Wild shape (3/day)
9th	Venom immunity
10th	Wild shape (4/day)
11th	--
12th	Wild shape (5/day)
13th	A thousand faces
14th	Wild shape (6/day)
15th	Timeless body
16th	Wild shape (7/day)
17th	--
18th	Wild shape (8/day)
19th	--
20th	Wild shape (at will)

Druidic Oath: Druids are prohibited from wearing metal armor. A druid may wear wooden armor that has been altered by the ironwood spell so that it functions as though it were steel. A druid who wears prohibited armor or uses a prohibited shield is unable to cast druid spells or use any of her supernatural or spell-like class abilities while doing so and for 24 hours thereafter.

A druid who ceases to revere nature, changes to a prohibited alignment, or teaches the Druidic language to a nondruid loses all spells and druid abilities (including her animal companion, but not including weapon, armor, and shield proficiencies). She cannot thereafter gain levels as a druid until she atones (see the

atonement spell description).

**Spells:** A druid casts divine spells. Her casting type is Prepared 9th casting, and her casting ability is Wisdom.

A druid can't cast spells of an alignment opposed to her own or her deity's (if she has one). Spells associated with particular alignments are indicated by the chaos, evil, good, and law descriptors in their spell descriptions.

After long rest, a druid must spend 1 hour in a trance-like meditation on the mysteries of nature to regain her daily allotment of spells and to prepare spells.

**Spontaneous Casting:** A druid are considered to have prepared Summon Nature's ally spells which she can capable of casting(e.g. 7th level druid considered to have prepared Summon Nature's ally I, II, III and IV).

Nature Bond (Ex): At 1st level, a druid forms a bond with nature. This bond can take one of two forms. The first is a close tie to the natural world, granting the druid one of the following cleric domains: Air, Animal, Earth, Fire, Plant, Water, or Weather. When determining the powers and bonus spells granted by this domain, the druid's effective cleric level is equal to her druid level. A druid that selects this option also receives additional domain spell slots, just like a cleric. She can cast only domain spells with these slots.

The second option is to form a close bond with an animal companion. A druid may begin play with any of the animals listed in Animal Choices. This animal is a loyal companion that accompanies the druid on her adventures.

Unlike normal animals of its kind, an animal companion's Hit Dice, abilities, skills, and feats advance as the druid advances in level. If a character receives an animal companion from more than one source, her effective druid levels stack for the purposes of determining the statistics and abilities of the companion. Most animal companions increase in size when their druid reaches 4th or 7th level, depending on the companion. If a druid releases her companion from service, she may gain a new one by performing a ceremony requiring 24 uninterrupted hours of prayer in the environment where the new companion typically lives. This ceremony can also replace an animal companion that has perished.

### Animal Companion

Nature Sense (Ex): A druid gains a +2 class bonus on Nature checks.

**Wild Empathy (Ex):** A druid can improve the attitude of an animal. 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 Wisdom modifier to determine the wild empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

To use wild empathy, the druid and the animal must be within 30 feet of one another under normal conditions. Generally, influencing an animal in this way takes 1 minute but, as with influencing people, it might take more or less time.

A druid can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but she takes a -4 penalty on the check.

**Woodland Stride (Ex):** 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 (Ex):** 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 (Ex):** Starting at 4th level, a druid gains a +4 class 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.

**Wild Shape (Su):** 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. As a druid gains levels, this ability allows the druid to take on the form of larger and smaller animals, elementals, and plants. Each form expends one daily use of this ability, regardless of the form taken.

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.

Venom Immunity (Ex): At 9th level, a druid gains immunity to all poisons.

A Thousand Faces (Su): 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.

Timeless Body (Ex): 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.