

SWAMP DRUID

Druid
Level

Wild
Shape

Druid
Level

— 2 =

Wild
Shape

DRUID

Druid Level 1	<input type="checkbox"/>	Natuur Zintuig +2 op Kennis (natuur) en Overleven Wild Empathy Improve the attitude of an animal
2	<input type="checkbox"/>	Marshwright Bonus in swamp terrain, cannot be tracked
3	<input type="checkbox"/>	Swamp Strider No movement penalty in bogs or undergrowth
4	<input type="checkbox"/>	Pond Scum +4 to saves against disease and the abilities of monstrous humanoids; damage reduction against swarms Wilde Vorm Word eender welk klein of medium creatuur
9	<input type="checkbox"/>	Venom Immunity Immune to all poisons
13	<input type="checkbox"/>	Slippery Continuous <i>freedom of movement</i>
15	<input type="checkbox"/>	Timeless Body No longer age, cannot be magically aged

SPELLS

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

Spell Save DC = 10 + WIS + Spell Level

Concentration = **WIS** + Caster
Level

NATURE BOND

☐ HUISDIER

☒ DOMAIN

Granted Power

Granted Power

Level	Level
DC	DC
Uses per day	Uses per day

WILD EMPATHY

WILDE EMPATHIE
BONUS

Druid Level

Misc

= **CHA** + +

MARSHWRIGHT

SWAMP
BONUS

Druid Level

= ÷ 2

Bonus to Initiative, Knowledge (geography), Perception, Stealth, Survival and Swim while in aquatic terrains.

WILD SHAPE

Times per day

Times Today

PREPARED SPELLS

0

1

2

3

4

5

6

7

8

9

SCROLLS

POTIONS