

DESERT DRUID

Druid Level
Wild Shape Level

Druid Level - 2 = Shape Level

DEITY



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"/>	Desert Native Bonus in desert terrain
3	<input type="checkbox"/>	Sandwalker No movement penalty in sandy terrain
4	<input type="checkbox"/>	Desert Ensurance Endure hot, reduced need to eat and drink Wild Shape Become any small or medium animal or vermin
9	<input type="checkbox"/>	Shaded Vision Immune to blinding, dazzling; +2 to saves against gaze attacks, figments and patterns
13	<input type="checkbox"/>	Dunemeld Become a swirling mass of sand
15	<input type="checkbox"/>	Timeless Body No longer age, cannot be magically aged

SPELLS

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

Spell Save DC = 10 + WIS + Spell Level

Concentration = **WIS** + Caster Level

NATURE BOND

☒ **HUISDIER** ☐ **DOMAIN**

Animal Companion's Name

Creature Type

WILD EMPATHY

WILDE EMPATHIE

BONUS

Druid Level Misc

= **CHA** + +

DESERT NATIVE

DESERT

BONUS

Druid Level

= ÷ 2

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

WILD SHAPE

Times per day

Times Today

☐ ☐ ☐ ☐
☐ ☐ ☐ ☐
☐ ☐ ☐ ☐

PREPARED SPELLS

0

1

2

3

4

5

6

7

8

9

SCROLLS

POTIONS