BLIGHT DRUID

Druid Level ☐

Level Bonus ☐ +

DEITY

GOOD LAWFUL
CHAOTIC EVIL

BLIGHT DRUID

Druid Level		
1	☐	**Nature Sense** +2 to Knowledge (nature) and Survival
		Vermin Empathy Improve the attitude of vermin
2	☐	**Woodland Stride** Move through undergrowth at normal speed and taking no damage
4	☐	**Wild Shape** Become any small or medium animal
5	☐	**Miasma** Nearby creatures, fey and plants are sickened
9	☐	**Blightblooded** Immune to all diseases and sickening effects
13	☐	**Plaguebearer** Attackers become diseased
15	☐	**Timeless Body** No longer age, cannot be magically aged

SPELLS

Spell Save DC	Spells per day	=	Base Spells	+	Bonus Spells
					WIS / WIS - 4 / WIS - 8 / WIS - 12
	0				
	1	+ 1	+ 1		☐ ☐ ☐ ☐
	2	+ 1	+ 1		☐ ☐ ☐ ☐
	3	+ 1	+ 1		☐ ☐ ☐ ☐
	4	+ 1	+ 1		☐ ☐ ☐ ☐
	5	+ 1	+ 1		☐ ☐ ☐
	6	+ 1	+ 1		☐ ☐ ☐
	7	+ 1	+ 1		☐ ☐
	8	+ 1	+ 1		☐ ☐
	9	+ 1	+ 1		☐ ☐

Spell Save DC = 10 + WIS + Spell Level

Concentration [ ] = WIS + Caster Level

NATURE BOND

☐ **FAMILIAR**   ✖ **DOMAIN**

Granted Power   Granted Power

Level			Level	
DC			DC	
Uses per day	☐☐☐☐☐ ☐☐☐☐☐		Uses per day	☐☐☐☐☐ ☐☐☐☐☐

VERMIN EMPATHY

VERMIN EMPATHY BONUS

[ ] = CHA + Druid Level + Misc

Also affects animals and undead animals, at a -4 penalty

WILD SHAPE

Times per day [   ]   Times Today ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

MIASMA / PLAGUEBEARER

FORTITUDE SAVE DC

[ ] = 10 + (Druid Level ÷ 2) + WIS

PREPARED SPELLS

0
_____
_____
_____
_____
_____

1
☐☐☐ Domain Spell + 1   ☐☐☐
☐☐☐   ☐☐☐
☐☐☐   ☐☐☐
☐☐☐   ☐☐☐
☐☐☐   ☐☐☐

2
☐☐☐ Domain Spell + 1   ☐☐☐
☐☐☐   ☐☐☐
☐☐☐   ☐☐☐
☐☐☐   ☐☐☐

3
☐☐☐ Domain Spell + 1   ☐☐☐
☐☐☐   ☐☐☐
☐☐☐   ☐☐☐
☐☐☐   ☐☐☐

4
☐☐☐ Domain Spell + 1   ☐☐☐
☐☐☐   ☐☐☐
☐☐☐   ☐☐☐
☐☐☐   ☐☐☐

5
☐☐☐ Domain Spell + 1   ☐☐☐
☐☐☐   ☐☐☐
☐☐☐   ☐☐☐
☐☐☐   ☐☐☐

6
☐☐☐ Domain Spell + 1   ☐☐☐
☐☐☐   ☐☐☐
☐☐☐   ☐☐☐
☐☐☐   ☐☐☐

7
☐☐☐ Domain Spell + 1   ☐☐☐
☐☐☐   ☐☐☐
☐☐☐   ☐☐☐

8
☐☐☐ Domain Spell + 1   ☐☐☐
☐☐☐   ☐☐☐
☐☐☐   ☐☐☐

9
☐☐☐ Domain Spell + 1   ☐☐☐
☐☐☐   ☐☐☐
☐☐☐   ☐☐☐

SCROLLS

POTIONS