

MOONCALLER

(DRUID)

Druid
Level

Level
Bonus

+

MOONCALLER

Druid Level		Natuur Zintuig +2 op Kennis (natuur) en Overleven
1	<input type="checkbox"/>	Wild Empathy Improve the attitude of an animal
2	<input type="checkbox"/>	Nightsight Low light vision, or darkvision 30ft
3	<input type="checkbox"/>	Trackless Step Leave no trail, unless deliberately
4	<input type="checkbox"/>	Resist Call of the Wild +4 to saves against the confusion, daze, feeblemind and insanity effects; +4 against the abilities of shapechangers
		Wilde Vorm Word eender welk klein of medium creatuur
9	<input type="checkbox"/>	Purity of Body Immune to all diseases
13	<input type="checkbox"/>	Wolfsbane Damage reduction
15	<input type="checkbox"/>	Timeless Body No longer age, cannot be magically aged

SPELLS

Spell Save DC		Spells per day	=	Basis Spreuken	+	Bonusspreuken
	0					WIS - 4
	1					WIS - 8
	2					WIS - 12
	3					
	4					
	5					
	6					
	7					
	8					
	9					

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	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Uses per day	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

WILD EMPATHY

WILDE EMPATHIE

BONUS

Druid Level

Misc

= CHA + +

WOLFSBANE

Level	Damage Reduction
13	3/silver
16	4/silver
19	5/silver

WILD SHAPE

Times per day

Times Today

PREPARED SPELLS

0

1

2

3

4

5

6

7

8

9

SCROLLS

POTIONS