

DRUID

Caster
Level

Level
Bonus

DEITY



SPELLS

Spell Save DC		Spells per day	=	Basis Spreuken	+	Bonusspreuken		
	0					WIS -4	WIS -4	WIS -8
	1					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	2					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	3					<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	4					<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"/>	

$$\text{Spell Save DC} = 10 + \text{WIS} + \text{Spell Level}$$

WILD SHAPE

Times per day

Times Today



Current Shape

WANDS

CHARGES	#
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CHARGES	#
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CHARGES

A 3x3 grid of squares. The top row has 3 squares. The middle row has 3 squares, with the middle square missing. The bottom row has 3 squares. This represents a 3x3 array of 3x3 grids.

CHARGES	#
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A 3x3 grid of squares. The top row has 3 squares. The middle row has 3 squares, with the middle square missing. The bottom row has 3 squares.

CHARGES

PREPARED SPELLS

O

1

2

3

4

5

6

7

8

9

SCROLLS

POTIONS