

JUNGLE DRUID

Druid
Level

- 2 =

Druid
Level
Wild
Shape
Level

DRUID

Druid
Level

1

☐

Natuur Zintuig

+2 op Kennis (natuur) en Overleven

Wild Empathy

Improve the attitude of an animal

2

☐

Jungle Guardian

Bonus in jungle terrain

3

☐

Woodland Stride

Move through undergrowth at normal speed and taking no damage

4

☐

Torrid Endurance

Endure hot; +4 against disease and exceptional abilities of animals and magical beasts

Wilde Vorm

Word eender welk klein of medium creatuur

9

☐

Venom Immunity

Immune to all poisons

13

☐

Verdant Sentinal

Cast tree shape at will

15

☐

Timeless Body

No longer age, cannot be magically aged

SPELLS

Spell
Save DC

Spells
per day

= Basis
Spreuken

+ Bonus
spreuken

0

1

2

3

4

5

6

7

8

9

WIS

WIS - 4

WIS - 8

WIS - 12

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

☐

Spell Save DC = 10 + WIS + Spell Level

Concentration

☐

=

WIS

+

Caster
Level

NATURE BOND

☐ HUISDIER

☒ DOMAIN

Granted Power

Granted Power

Level

DC

Uses

per day

☐☐☐☐
☐☐☐☐

Level

DC

Uses

per day

☐☐☐☐
☐☐☐☐

WILD EMPATHY

WILDE EMPATHIE

BONUS

Druid Level

Misc

☐

=

CHA

+

+

JUNGLE GUARDIAN

JUNGLE

BONUS

Druid Level

☐

=

÷ 2

Bonus to Climb, Knowledge (geography), Perception, Stealth and Survival while in jungle terrains.

WILD SHAPE

Times per day

☐

Times Today

☐☐☐☐
☐☐☐☐

PREPARED SPELLS

0

1

2

3

4

5

6

7

8

9

SCROLLS

POTIONS