

SWAMP DRUID

Druid Level
Wild Shape Level

Druid Level - 2 =

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"/>	Marshwright Bonus in swamp terrain, cannot be tracked
3	<input type="checkbox"/>	Swamp Strider No movement penalty in bogs or undergrowth
4	<input type="checkbox"/>	Pond Scum +4 to saves against disease and the abilities of monstrous humanoids; damage reduction against swarms Wilde Vorm Word eender welk klein of medium creatuur
9	<input type="checkbox"/>	Venom Immunity Immune to all poisons
13	<input type="checkbox"/>	Slippery Continuous <i>freedom of movement</i>
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 = **CHA** + + Druid Level Misc

MARSHWRIGHT

SWAMP

BONUS = ÷ 2

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

WILD SHAPE

Times per day Times Today ☐ ☐ ☐ ☐

PREPARED SPELLS

0

1

2

3

4

5

6

7

8

9

SCROLLS

POTIONS