

BLIGHT DRUID

DEITY

Druid
Level

Level
Bonus

+



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

0

1

2

3

4

5

6

7

8

9

1

2

3

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20

Spell Save DC = 10 + WIS + Spell Level

Concentration

WIS

+

Caster
Level

NATURE BOND

☐ FAMILIAR

☒ DOMAIN

Granted Power

Granted Power

Level

DC

Uses
per day

Uses
per day

Uses
per day

Uses
per day

VERMIN EMPATHY

VERMIN EMPATHY

BONUS

Druid Level

Misc

CHA

+

+

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

WILD SHAPE

Times per day

Times Today

Times per day

Times Today

MIASMA / PLAGUEBEARER

FORTITUDE
SAVE DC

Druid
Level

=

10

+

(

÷

2

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+

WIS

PREPARED SPELLS

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1

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3

4

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6

7

8

9

SCROLLS

POTIONS