REINCARNATED DRUID

Druid Level

Druid Level − 2 = Wild Shape Level

REINCARNATED DRUID

Druid Level		
1	☐	**Natuur Zintuig** +2 op Kennis (natuur) en Overleven **Wild Empathy** Improve the attitude of an animal
2	☐	**Mysterious Stranger** Add half your level to the DC of Sense Motive, Diplomacy and Knowledge checks about you
3	☐	**Trackless Step** Leave no trail, unless deliberately
4	☐	**Resist Death's Touch** +4 to saves against death effects, energy drain and necromancy
5	☐	**Many Lives** Reincarnate if killed
6	☐	**Wilde Vorm** Word eender welk klein of medium creatuur
9	☐	**Cheat Death** Reroll a save against death effects, energy drain or necromancy
13	☐	**A Thousand Faces** Change appearance at will
15	☐	**Tongue of the Sun and Moon** Speak with any living creature

SPELLS

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

Spell Save DC = 10 + WIS + Spell Level

Concentration ☐ = WIS + Caster Level

NATURE BOND

☐ HUISDIER ☒ DOMAIN

Granted Power

Level

DC

Uses per day ☐☐☐☐☐ ☐☐☐☐☐

Granted Power

Level

DC

☐☐☐☐☐ ☐☐☐☐☐ Uses per day

WILD EMPATHY

WILDE EMPATHIE BONUS = CHA + Druid Level + Misc

WILD SHAPE

Times per day

Times Today ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

PREPARED SPELLS

		0	
☐☐☐	☐☐☐	1	☐☐☐
☐☐☐	☐☐☐		☐☐☐
☐☐☐	☐☐☐		☐☐☐
☐☐☐	☐☐☐		☐☐☐
☐☐☐	☐☐☐		☐☐☐
☐☐☐	☐☐☐	2	☐☐☐
☐☐☐	☐☐☐		☐☐☐
☐☐☐	☐☐☐		☐☐☐
☐☐☐	☐☐☐		☐☐☐
☐☐☐	☐☐☐		☐☐☐
☐☐☐	☐☐☐	3	☐☐☐
☐☐☐	☐☐☐		☐☐☐
☐☐☐	☐☐☐		☐☐☐
☐☐☐	☐☐☐		☐☐☐
☐☐☐	☐☐☐	4	☐☐☐
☐☐☐	☐☐☐		☐☐☐
☐☐☐	☐☐☐		☐☐☐
☐☐☐	☐☐☐		☐☐☐
☐☐☐	☐☐☐	5	☐☐☐
☐☐☐	☐☐☐		☐☐☐
☐☐☐	☐☐☐		☐☐☐
☐☐☐	☐☐☐		☐☐☐
☐☐☐	☐☐☐	6	☐☐☐
☐☐☐	☐☐☐		☐☐☐
☐☐☐	☐☐☐		☐☐☐
☐☐☐	☐☐☐		☐☐☐
☐☐☐	☐☐☐	7	☐☐☐
☐☐☐	☐☐☐		☐☐☐
☐☐☐	☐☐☐		☐☐☐
☐☐☐	☐☐☐		☐☐☐
☐☐☐	☐☐☐	8	☐☐☐
☐☐☐	☐☐☐		☐☐☐
☐☐☐	☐☐☐		☐☐☐
☐☐☐	☐☐☐	9	☐☐☐
☐☐☐	☐☐☐		☐☐☐
☐☐☐	☐☐☐		☐☐☐

SCROLLS

POTIONS