

DRUID

Caster
Level

Level
Bonus

DEITY



SPELLS

Spell Save DC		Spells per day	=	Basis Spreuken	+	Bonusspreuken
	0					WIS -4 WIS -8 WIS -12
	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"/>

Spell Save DC = 10 + WIS + Spell Level

WILD SHAPE

Times per day

Times Today

Current Shape

WANDS

CHARGES

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A visual representation of the number 34 using base ten blocks. It consists of three tens rods (each made of 10 unit cubes) and four individual unit cubes. The rods are arranged in a row, and the unit cubes are placed to the right of the last rod.

CHARGES

CHARGES

PREPARED SPELLS

O

1

2

3

4

5

6

7

8

9

SCROLLS

POTIONS