

WORLD WALKER
(DRUID)

Druid Level
Level Bonus

Table with 2 columns: Level, Ability. Rows include: 1. Natuur Zintuig (+2 op Kennis (natuur) en Overleven), Wild Empathy (Improve the attitude of an animal), 2. Woodland Stride (Move through undergrowth at normal speed and taking no damage), 3. Favoured Terrain (Bonus in a given terrain), 4. Wilde Vorm (Word eender welk klein of medium creatuur), 9. Path of Trees (Tree stride), 13. A Thousand Faces (Change appearance at will).

Table with 2 columns: Level, Bonus. Rows include: 3, 8, 13, 18.

Table with 4 columns: Spell Save DC, Spells per day, Basis Spreuken, Bonusspreuken. Rows include: 0, 1, 2, 3, 4, 5, 6, 7, 8, 9.

Concentration = WIS + Caster Level

NATURE BOND
HUISDIER
DOMAIN

Table with 4 columns: Level, DC, Uses per day. Rows include: Level, DC, Uses per day.

WILD EMPATHY
WILDE EMPATHIE
BONUS = CHA + Misc

WILD SHAPE
Times per day
Times Today

Table with 2 columns: Spell Level, Spell Name. Rows include: 0, 1, 2, 3, 4, 5, 6, 7, 8, 9.

Table with 2 columns: Spell Level, Spell Name. Rows include: Spell Level, Spell Name.

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