

JUNGLE DRUID

Druid
Level

- 2 =

Druid
Level
Wild
Shape
Level

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"/>	Jungle Guardian Bonus in jungle terrain
3	<input type="checkbox"/>	Woodland Stride Move through undergrowth at normal speed and taking no damage
4	<input type="checkbox"/>	Torrid Endurance Endure hot; +4 against disease and exceptional abilities of animals and magical beasts Wilde Vorm Word eender welk klein of medium creatuur
9	<input type="checkbox"/>	Venom Immunity Immune to all poisons
13	<input type="checkbox"/>	Verdant Sentinal Cast <i>tree shape</i> at will
15	<input type="checkbox"/>	Timeless Body No longer age, cannot be magically aged

SPELLS

Spell Save DC	Spells per day	= Basis Spreuken	+ Bonus spreuken
	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

Concentration

☐ = WIS +

Caster
Level

NATURE BOND

☒ HUISDIER

☐ DOMAIN

Animal Companion's Name

Creature Type

WILD EMPATHY

WILDE EMPATHIE

BONUS

Druid Level

Misc

☐ = CHA + +

JUNGLE GUARDIAN

JUNGLE

BONUS

Druid Level

☐ = ÷ 2

Bonus to Climb, Knowledge (geography), Perception, Stealth
and Survival while in jungle terrains.

WILD SHAPE

Times per day

Times Today

PREPARED SPELLS

0

1

2

3

4

5

6

7

8

9

SCROLLS

POTIONS