

AQUATIC DRUID

Druid Level

Druid Level

- 2 =

Wild Shape Level

Shape

- 2 =

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"/>	Aquatic Adaptation Bonus while in aquatic terrain
3	<input type="checkbox"/>	Natural Swimmer Swim at half land speed
4	<input type="checkbox"/>	Resist Ocean's Fury +4 to saves against water spells and creatures Wilde Vorm Word eender welk klein of medium creatuur
9	<input type="checkbox"/>	Seaborn Aquatic subtype, amphibious trait, swim at land speed, endure cold
13	<input type="checkbox"/>	Deep Diver Damage reduction, withstand deep pressure
15	<input type="checkbox"/>	Timeless Body No longer age, cannot be magically aged

SPELLS

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

Spell Save DC = 10 + WIS + Spell Level

Concentration = **WIS** + Caster Level

NATURE BOND

☐ HUISDIER ☒ DOMAIN

Granted Power	Granted Power
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	DC Level	
Uses per day	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	DC Level	

WILD EMPATHY

WILDE EMPATHIE BONUS	Druid Level	Misc
1st	1	1
2nd	2	2
3rd	3	3
4th	4	4
5th	5	5
6th	6	6
7th	7	7
8th	8	8
9th	9	9
10th	10	10
11th	11	11
12th	12	12
13th	13	13
14th	14	14
15th	15	15
16th	16	16
17th	17	17
18th	18	18
19th	19	19
20th	20	20

$$\text{[Blank]} = \text{CHA} + \quad + \quad$$

AQUATIC ADAPTATION

AQUATIC BONUS	Druid Level
1	1
2	2
3	3
4	4
5	5
6	6
7	7
8	8
9	9
10	10
11	11
12	12
13	13
14	14
15	15
16	16
17	17
18	18
19	19
20	20

$$\boxed{} = \div 2$$

Bonus to Initiative, Knowledge (geography), Perception, Stealth, Survival and Swim while in aquatic terrains.

WILD SHAPE



PREPARED SPELLS

[illegible]

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□ □ □	7	□ □ □
□ □ □		□ □ □
□ □ □		□ □ □

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SCROLLS

POTIONS
