

# BLIGHT DRUID

DEITY

Druid  
Level

Level  
Bonus



## BLIGHT DRUID

Druid  
Level  
**1**

**Natuur Zintuig**  
+2 op Kennis (natuur) en Overleven  
**Vermin Empathy**  
Improve the attitude of vermin

**2**

**Woodland Stride**  
Move through undergrowth at normal speed and taking no damage

**4**

**Wilde Vorm**  
Word eender welk klein of medium creatuur

**5**

**Miasma**  
Nearby creatures, fey and plants are sickened

**9**

**Blightblooded**  
Immune to all diseases and sickening effects

**13**

**Plaguebearer**  
Attackers become diseased

**15**

**Timeless Body**  
No longer age, cannot be magically aged

## SPELLS

Spell  
Save DC

Spells  
per day

= Basis  
Spreuken

+ Bonusspreuken

**0**

**1**

**2**

**3**

**4**

**5**

**6**

**7**

**8**

**9**

WIS

WIS - 4

WIS - 8

WIS - 12

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Spell Save DC = 10 + WIS + Spell Level

Concentration

= **WIS** +

Caster  
Level

## NATURE BOND

☒ **FAMILIAR**

☐ **DOMAIN**

Familiar's Name

Creature Type

## VERMIN EMPATHY

**VERMIN EMPATHY**  
BONUS

Druid Level

Misc

= **CHA** +

+

Also affects animals and undead animals, at a -4 penalty

## WILD SHAPE

Times per day

Times Today

Current Shape

## MIASMA / PLAGUEBEARER

**FORTITUDE**  
SAVE DC

Druid  
Level

= 10 + (  ÷ 2 ) + **WIS**

## PREPARED SPELLS

**0**

**1**

**2**

**3**

**4**

**5**

**6**

**7**

**8**

**9**

## SCROLLS

## POTIONS