

# SWAMP DRUID

Druid  
Level

Wild  
Shape

Druid  
Level

— 2 =

Wild  
Shape  
Level

## DRUID

Druid  
Level

1

☐

### Natuur Zintuig

+2 op Kennis (natuur) en Overleven

### Wild Empathy

Improve the attitude of an animal

2

☐

### Marshwright

Bonus in swamp terrain, cannot be tracked

3

☐

### Swamp Strider

No movement penalty in bogs or undergrowth

4

☐

### Pond Scum

+4 to saves against disease and the abilities of monstrous humanoids; damage reduction against swarms

### Wilde Vorm

Word eender welk klein of medium creatuur

9

☐

### Venom Immunity

Immune to all poisons

13

☐

### Slippery

Continuous *freedom of movement*

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 - 4

WIS - 8

WIS - 12

WIS - 16

WIS - 20

WIS - 24

WIS - 28

WIS - 32

WIS - 36

WIS - 40

WIS - 44

WIS - 48

WIS - 52

WIS - 56

WIS - 60

WIS - 64

WIS - 68

WIS - 72

WIS - 76

WIS - 80

WIS - 84

WIS - 88

WIS - 92

WIS - 96

WIS - 100

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 +

+

## MARSHWRIGHT

### SWAMP

BONUS

Druid Level

= ÷ 2

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

## WILD SHAPE

Times per day

Times Today

## PREPARED SPELLS

0

1

2

3

4

5

6

7

8

9

## SCROLLS

## POTIONS