

# JUNGLE DRUID

Druid Level  
Wild Shape Level

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

☐

### Jungle Guardian

Bonus in jungle terrain

3

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### Woodland Stride

Move through undergrowth at normal speed and taking no damage

4

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### 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

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### Venom Immunity

Immune to all poisons

13

☐

### Verdant Sentinel

Cast tree shape at will

15

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### Timeless Body

No longer age, cannot be magically aged

## SPELLS

Spell Save DC

Spells per day

= Basis Spreuken

+ Bonus spreken

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

☐ HUISDIER

☒ DOMAIN

Granted Power

Granted Power

Level

DC

Uses per day

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□□□□

Level

DC

Uses per day

□□□□

□□□□

## 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