

# DRUID (DRUID)

DEITY

Druid  
Level

Level  
Bonus

+



## DRUID

Druid  
Level  
1

**Natuur Zintuig**  
+2 op Kennis (natuur) en Overleven

**Wild Empathy**  
Improve the attitude of an animal

2

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

3

**Trackless Step**  
Leave no trail, unless deliberately

4

**Resist Nature's Lure**  
+4 to saves against the fey and plants  
**Wilde Vorm**  
Word eender welk klein of medium creatuur

9

**Venom Immunity**  
Immune to all poisons

13

**A Thousand Faces**  
Change appearance at will

15

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

## SPELLS

Spell  
Save DC

Spells  
per day

= Basis  
Sprenken

+ Bonusspreuken  
WIS - 4  
WIS - 8  
WIS - 12

0

1

2

3

4

5

6

7

8

9

+ 1

+ 1

+ 1

+ 1

+ 1

+ 1

+ 1

+ 1

+ 1

+ 1

+ 1

+ 1

+ 1

+ 1

+ 1

+ 1

+ 1

+ 1

Spell Save DC = 10 + WIS + Spell Level

Concentration

= WIS +

Caster  
Level

## NATURE BOND

☐ HUISDIER

☒ DOMAIN

Granted Power

Granted Power

Level

DC

Uses  
per day

☐☐☐☐  
☐☐☐☐

Level

DC

Uses  
per day

☐☐☐☐  
☐☐☐☐

## WILD EMPATHY

WILDE EMPATHIE

BONUS

Druid Level

Misc

= CHA +

## WILD SHAPE

Times per day

Times Today

☐☐☐☐  
☐☐☐☐

☐☐☐☐  
☐☐☐☐

Current Shape

## PREPARED SPELLS

0

Domain Spell + 1

1

Domain Spell + 1

2

Domain Spell + 1

3

Domain Spell + 1

4

Domain Spell + 1

5

Domain Spell + 1

6

Domain Spell + 1

7

Domain Spell + 1

8

Domain Spell + 1

9

## SCROLLS

## POTIONS