DRUID
(DRUID)

Druid Level ☐

Level Bonus ☐ +

DEITY

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 Spreuken	+	Bonusspreuken
						WIS / WIS - 4 / WIS - 8 / WIS - 12
	0					
	1	+ 1		+ 1		☐ ☐ ☐ ☐
	2	+ 1		+ 1		☐ ☐ ☐ ☐
	3	+ 1		+ 1		☐ ☐ ☐
	4	+ 1		+ 1		☐ ☐ ☐
	5	+ 1		+ 1		☐ ☐ ☐
	6	+ 1		+ 1		☐ ☐ ☐
	7	+ 1		+ 1		☐ ☐
	8	+ 1		+ 1		☐ ☐
	9	+ 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

☐ = CHA + _____ Druid Level + _____ Misc

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