

PLAINS DRUID

Druid Level

Wild Shape

Druid Level

— 2 =

Shape Level

DRUID

Druid Level

1

☐

Natuur Zintuig

+2 op Kennis (natuur) en Overleven

Wild Empathy

Improve the attitude of an animal

2

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Plains Traveller

Bonus in plains terrain

3

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Run Like The Wind

+10ft speed; once an hour, run at double speed

4

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Savanna Ambush

Concealment and no penalty when prone; stand up from prone immediately

Wilde Vorm

Word eender welk klein of medium creatuur

9

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Canny Charger

Charge through allies, turn 90° while charging, +4 AC and damage against a charging foe

13

☐

A Thousand Faces

Change appearance 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 spreuken

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

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WILD EMPATHY

WILDE EMPATHIE

BONUS

Druid Level

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+

PLAINS TRAVELLER

PLAINS

BONUS

Druid Level

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2

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

WILD SHAPE

Times per day

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Times Today

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PREPARED SPELLS

0

1

2

3

4

5

6

7

8

9

SCROLLS

POTIONS