

# DRUID (DRUID)

DEITY

Druid  
Level

Level  
Bonus

+



## DRUID

Druid  
Level

### 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

+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