

BLIGHT DRUID

DEITY

Druid
Level

Level
Bonus

+



BLIGHT DRUID

Druid
Level
1

Natuur Zintuig
+2 op Kennis (natuur) en Overleven
Vermin Empathy
Improve the attitude of vermin

2

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

4

Wilde Vorm
Word eender welk klein of medium creatuur

5

Miasma
Nearby creatures, fey and plants are sickened

9

Blightblooded
Immune to all diseases and sickening effects

13

Plaguebearer
Attackers become diseased

15

Timeless Body
No longer age, cannot be magically aged

SPELLS

Spell
Save DC

Spells
per day

= Basis
Spreuken

+ Bonusspreuken

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

WIS - 4

WIS - 8

WIS - 12

WIS - 16

WIS - 20

WIS - 24

WIS - 28

WIS - 32

WIS - 36

WIS - 40

Spell Save DC = 10 + WIS + Spell Level

Concentration

= WIS +

Caster
Level

NATURE BOND

☐ FAMILIAR

☒ DOMAIN

Granted Power

Granted Power

Level	DC	Uses per day	Level	DC	Uses per day

VERMIN EMPATHY

VERMIN EMPATHY

BONUS

Druid Level

Misc

= CHA +

Also affects animals and undead animals, at a -4 penalty

WILD SHAPE

Times per day

Times Today

MIASMA / PLAGUEBEARER

FORTITUDE
SAVE DC

Druid
Level

= 10 + (÷ 2) + WIS

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