BLIGHT DRUID

Druid Level ☐

Level Bonus ☐ +

DEITY

GOOD · LAWFUL
CHAOTIC · EVIL

PREPARED SPELLS

0

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
☐☐☐ Domain Spell +1 ☐☐☐
☐☐☐ ☐☐☐
☐☐☐ ☐☐☐

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 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

☐ FAMILIAR ✖ DOMAIN

Granted Power   Granted Power

Level   DC   Level   DC

Uses per day ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ Uses per day

VERMIN EMPATHY

VERMIN EMPATHY BONUS

[ ] = CHA + _____ Druid Level + _____ Misc

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

WILD SHAPE

Times per day [ ]   Times Today ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

MIASMA / PLAGUEBEARER

FORTITUDE SAVE DC

[ ] = 10 + (_____ Druid Level ÷ 2) + WIS

SCROLLS

POTIONS