

# SHAMAN (DRUID)

Shaman  
Level

## SHAMAN

Druid Level		
1	<input type="checkbox"/>	<b>Natuur Zintuig</b> +2 op Kennis (natuur) en Overleven <b>Wild Empathy</b> Improve the attitude of an animal
2	<input type="checkbox"/>	<b>Woodland Stride</b> Move through undergrowth at normal speed and taking no damage <b>Totem Transformation</b> Adopt an aspect of your totem creature
3	<input type="checkbox"/>	<b>Trackless Step</b> Leave no trail, unless deliberately
4	<input type="checkbox"/>	<b>Resist Nature's Lure</b> +4 to saves against the fey and plants <b>Wilde Vorm</b> Word eender welk klein of medium creatuur
5	<input type="checkbox"/>	<b>Totemic Summons</b> Summon your totem creature as a standard action, with extra temporary hit points
9	<input type="checkbox"/>	<b>Venom Immunity</b> Immune to all poisons
15	<input type="checkbox"/>	<b>Timeless Body</b> No longer age, cannot be magically aged

## SPELLS

Spell Save DC	Spells per day	Basis Spreuken	Bonusspreuken
	0		WIS - 4 WIS - 8 WIS - 12
	1		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	2		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	3		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	4		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	5		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	6		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	7		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	8		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	9		<input type="checkbox"/> <input type="checkbox"/>

Spell Save DC = 10 + WIS + Spell Level

Concentration  = WIS + Caster Level

## NATURE BOND

☒ HUISDIER

☐ DOMAIN

Animal Companion's Name

Creature Type

## WILD EMPATHY

WILDE EMPATHIE

BONUS

Druid Level

Misc

= CHA + +

+4 when using Wild Empathy with your totem creature

## WILD SHAPE

Times per day

Times Today

☐ ☐ ☐ ☐  
☐ ☐ ☐ ☐  
☐ ☐ ☐ ☐

Level +2 to wild shape into your totem creature, -2 otherwise

## PREPARED SPELLS

0

1

2

3

4

5

6

7

8

9

## SCROLLS

## POTIONS