

Druid
Level

STORM DRUID		
Druid Level 1	<input type="checkbox"/>	Natuur Zintuig +2 op Kennis (natuur) en Overleven Wild Empathy Improve the attitude of an animal
2	<input type="checkbox"/>	Windwalker Wind effects (natural or magical) are one step less severe
3	<input type="checkbox"/>	Stormvoice Voice is carried through the wind
4	<input type="checkbox"/>	Eyes of the Storm See through fog, mist, gas, wind or rain Wilde Vorm Word eender welk klein of medium creatuur
9	<input type="checkbox"/>	Windlord Second domain
13	<input type="checkbox"/>	A Thousand Faces Unaffected by wind; immune to deafness; +2 to saves against sonic effects
15	<input type="checkbox"/>	Timeless Body No longer age, cannot be magically aged

SPELLS

Spell Save DC = 10 + WIS + Spell Level

Concentration = **WIS** + Caster Level

NATURE BOND / STORM LORD

Nature Bond Domain

Storm Lord Domain

Granted Power

[illegible]

WILD EMPATHY

WILD EMPATHY BONUS	Druid Level	Misc
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$$\boxed{} = \text{CHA} + + $$

EYES OF THE STORM

DISTANCE	Druid Level
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$$\boxed{} \text{ ft} = 5 \text{ ft} + (5 \text{ ft} \times)$$

WILD SHAPE

Times per day

Times Today

PREPARED SPELLS

O

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

[illegible]