

PLAINS DRUID

Druid Level

Wild Shape Level

Druid Level

- 2 =

DRUID

Druid Level		Natuur Zintuig +2 op Kennis (natuur) en Overleven
1	<input type="checkbox"/>	Wild Empathy Improve the attitude of an animal
2	<input type="checkbox"/>	Plains Traveller Bonus in plains terrain
3	<input type="checkbox"/>	Run Like The Wind +10ft speed; once an hour, run at double speed
4	<input type="checkbox"/>	Savanna Ambush Concealment and no penalty when prone; stand up from prone immediately Wilde Vorm Word eender welk klein of medium creatuur
9	<input type="checkbox"/>	Canny Charger Charge through allies, turn 90° while charging, +4 AC and damage against a charging foe
13	<input type="checkbox"/>	A Thousand Faces Change appearance at will
15	<input type="checkbox"/>	Timeless Body No longer age, cannot be magically aged

SPELLS

Spell Save DC	Spells per day	Basis Spreuken	Bonus Spreuken
	0		WIS - 4
	1		WIS - 8
	2		WIS - 12
	3		
	4		
	5		
	6		
	7		
	8		
	9		

Spell Save DC = 10 + WIS + Spell Level

Concentration

=

WIS

+

Caster Level

NATURE BOND

☐ HUISDIER

☒ DOMAIN

Granted Power

Level		Level	
DC		DC	
Uses per day		Uses per day	

WILD EMPATHY

WILDE EMPATHIE BONUS

Druid Level

Misc

=

CHA

+

+

PLAINS TRAVELLER

PLAINS BONUS

Druid Level

=

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Bonus to Initiative, Knowledge (geography), Perception, Stealth and Survival while in aquatic terrains.

WILD SHAPE

Times per day

Times Today

PREPARED SPELLS

0	
1	
2	
3	
4	
5	
6	
7	
8	
9	
SCROLLS	
POTIONS	