

BLIGHT DRUID

DEITY

Druid Level
Level Bonus



BLIGHT DRUID

Druid Level			
1	<input type="checkbox"/>	Nature Sense +2 to Knowledge (nature) and Survival	
2	<input type="checkbox"/>	Vermin Empathy Improve the attitude of vermin	
4	<input type="checkbox"/>	Woodland Stride Move through undergrowth at normal speed and taking no damage	
5	<input type="checkbox"/>	Wild Shape Become any small or medium animal	
9	<input type="checkbox"/>	Miasma Nearby creatures, fey and plants are sickened	
13	<input type="checkbox"/>	Blightblooded Immune to all diseases and sickening effects	
15	<input type="checkbox"/>	Plaguebearer Attackers become diseased	
15	<input type="checkbox"/>	Timeless Body No longer age, cannot be magically aged	

SPELLS

Spell Save DC	Spells per day	Base Spells	Bonus Spells
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

☒ FAMILIAR ☐ DOMAIN
Familiar's Name

Creature Type

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

Current Shape

MIASMA / PLAGUEBEARER

FORTITUDE SAVE DC Druid Level
 = 10 + (÷ 2) + WIS

PREPARED SPELLS

0		
1		
2		
3		
4		
5		
6		
7		
8		
9		

SCROLLS

POTIONS