

BLIGHT DRUID

DEITY

Druid
Level

Level
Bonus

+



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

0

1

2

3

4

5

6

7

8

9

WIS

WIS - 4

WIS - 8

WIS - 12

WIS

WIS - 4

WIS - 8

WIS - 12

WIS

WIS - 4

WIS - 8

WIS - 12

WIS

WIS - 4

WIS - 8

WIS - 12

WIS

WIS - 4

WIS - 8

WIS - 12

WIS

WIS - 4

WIS - 8

WIS - 12

WIS

WIS - 4

WIS - 8

WIS - 12

WIS

WIS - 4

WIS - 8

WIS - 12

WIS

WIS - 4

WIS - 8

WIS - 12

WIS

WIS - 4

WIS - 8

WIS - 12

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