

# SWAMP DRUID

Druid  
Level

Wild  
Shape  
Level

Druid  
Level

- 2 =

## DRUID

Druid Level <b>1</b>	<input type="checkbox"/>	<b>Natuur Zintuig</b> +2 op Kennis (natuur) en Overleven <b>Wild Empathy</b> Improve the attitude of an animal
<b>2</b>	<input type="checkbox"/>	<b>Marshwright</b> Bonus in swamp terrain, cannot be tracked
<b>3</b>	<input type="checkbox"/>	<b>Swamp Strider</b> No movement penalty in bogs or undergrowth
<b>4</b>	<input type="checkbox"/>	<b>Pond Scum</b> +4 to saves against disease and the abilities of monstrous humanoids; damage reduction against swarms <b>Wilde Vorm</b> Word eender welk klein of medium creatuur
<b>9</b>	<input type="checkbox"/>	<b>Venom Immunity</b> Immune to all poisons
<b>13</b>	<input type="checkbox"/>	<b>Slippery</b> Continuous <i>freedom of movement</i>
<b>15</b>	<input type="checkbox"/>	<b>Timeless Body</b> No longer age, cannot be magically aged

## SPELLS

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

Spell Save DC = 10 + WIS + Spell Level

Concentration

= WIS +

Caster  
Level

## NATURE BOND

☐ HUISDIER

☒ DOMAIN

Granted Power

Granted Power

Level	Level
DC	DC
Uses per day	Uses per day

## WILD EMPATHY

### WILDE EMPATHIE

BONUS

Druid Level

Misc

= CHA + +

## MARSHWRIGHT

### SWAMP

BONUS

Druid Level

= ÷ 2

Bonus to Initiative, Knowledge (geography), Perception, Stealth, Survival and Swim 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