

SWAMP DRUID

Druid
Level

Wild
Shape

Druid
Level

— 2 =

Wild
Shape

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"/> | Marshwright Bonus in swamp terrain, cannot be tracked |
| 3 | <input type="checkbox"/> | Swamp Strider No movement penalty in bogs or undergrowth |
| 4 | <input type="checkbox"/> | Pond Scum +4 to saves against disease and the abilities of monstrous humanoids; damage reduction against swarms Wilde Vorm Word eender welk klein of medium creatuur |
| 9 | <input type="checkbox"/> | Venom Immunity Immune to all poisons |
| 13 | <input type="checkbox"/> | Slippery Continuous <i>freedom of movement</i> |
| 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 WIS - 8 WIS - 12 |
| | 1 | | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| | 2 | | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| | 3 | | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| | 4 | | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| | 5 | | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| | 6 | | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| | 7 | | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| | 8 | | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| | 9 | | <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