STORM DRUID

Druid Level

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Druid Level		
1	☐	**Natuur Zintuig** +2 op Kennis (natuur) en Overleven **Wild Empathy** Improve the attitude of an animal
2	☐	**Windwalker** Wind effects (natural or magical) are one step less severe
3	☐	**Stormvoice** Voice is carried through the wind
4	☐	**Eyes of the Storm** See through fog, mist, gas, wind or rain **Wilde Vorm** Word eender welk klein of medium creatuur
9	☐	**Windlord** Second domain
13	☐	**A Thousand Faces** Unaffected by wind; immune to deafness; +2 to saves against sonic effects
15	☐	**Timeless Body** No longer age, cannot be magically aged

SPELLS

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

Spell Save DC = 10 + WIS + Spell Level

Concentration ☐ = WIS + Caster Level

NATURE BOND / STORM LORD

Nature Bond Domain	Storm Lord Domain
Granted Power	Granted Power
Level	Level
DC	DC
Uses per day ☐☐☐☐☐ ☐☐☐☐☐	Uses per day ☐☐☐☐☐ ☐☐☐☐☐
Granted Power	Granted Power
Level	Level
DC	DC
Uses per day ☐☐☐☐☐ ☐☐☐☐☐	Uses per day ☐☐☐☐☐ ☐☐☐☐☐

WILD EMPATHY

WILD EMPATHY BONUS ☐ = CHA + Druid Level + Misc

EYES OF THE STORM

DISTANCE ☐ ft = 5 ft + (5 ft × Druid Level)

WILD SHAPE

Times per day ☐ Times Today ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

PREPARED SPELLS

0		
1	☐☐☐ Domain Spell + 1	☐☐☐
	☐☐☐	☐☐☐
	☐☐☐	☐☐☐
	☐☐☐	☐☐☐
	☐☐☐	☐☐☐
2	☐☐☐ Domain Spell + 1	☐☐☐
	☐☐☐	☐☐☐
	☐☐☐	☐☐☐
	☐☐☐	☐☐☐
	☐☐☐	☐☐☐
3	☐☐☐ Domain Spell + 1	☐☐☐
	☐☐☐	☐☐☐
	☐☐☐	☐☐☐
	☐☐☐	☐☐☐
4	☐☐☐ Domain Spell + 1	☐☐☐
	☐☐☐	☐☐☐
	☐☐☐	☐☐☐
	☐☐☐	☐☐☐
5	☐☐☐ Domain Spell + 1	☐☐☐
	☐☐☐	☐☐☐
	☐☐☐	☐☐☐
	☐☐☐	☐☐☐
6	☐☐☐ Domain Spell + 1	☐☐☐
	☐☐☐	☐☐☐
	☐☐☐	☐☐☐
	☐☐☐	☐☐☐
7	☐☐☐ Domain Spell + 1	☐☐☐
	☐☐☐	☐☐☐
	☐☐☐	☐☐☐
	☐☐☐	☐☐☐
8	☐☐☐ Domain Spell + 1	☐☐☐
	☐☐☐	☐☐☐
	☐☐☐	☐☐☐
	☐☐☐	☐☐☐
9	☐☐☐ Domain Spell + 1	☐☐☐
	☐☐☐	☐☐☐
	☐☐☐	☐☐☐

SCROLLS

POTIONS