CAVE DRUID

Druid Level

Druid Level ___ − 2 = Wild Shape Level

DEITY ___

DRUID

Druid Level		
1	☐	**Cavesense** +2 to Knowledge (dungeoneering) and Survival **Wild Empathy** Improve the attitude of an animal
2	☐	**Tunnelrunner** Move through narrow passages or rubble at normal speed and taking no damage
3	☐	**Lightfoot** Cannot be detected by tremorsense
4	☐	**Resist Subterranean Corruption** +2 to saves against the oozes and abberations **Wild Shape** Become any small or medium animal or ooze
9	☐	**Venom Immunity** Immune to all poisons
13	☐	**A Thousand Faces** Change appearance at will
15	☐	**Timeless Body** No longer age, cannot be magically aged

SPELLS

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

Spell Save DC = 10 + WIS + Spell Level

Concentration ___ = **WIS** ___ + ___ Caster Level

NATURE BOND

✖ **HUISDIER**   ☐ **DOMAIN**

Animal Companion's Name ___

Creature Type ___

WILD EMPATHY

WILDE EMPATHIE BONUS

___ = **CHA** ___ + Druid Level ___ + Misc ___

WILD SHAPE

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

Current Shape ___

PREPARED SPELLS

0

1

2

3

4

5

6

7

8

9

SCROLLS

POTIONS