DESERT DRUID

Druid Level

Druid Level _____ − 2 = Wild Shape Level

DRUID

Druid Level		
1	☐	**Natuur Zintuig** +2 op Kennis (natuur) en Overleven **Wild Empathy** Improve the attitude of an animal
2	☐	**Desert Native** Bonus in desert terrain
3	☐	**Sandwalker** No movement penalty in sandy terrain
4	☐	**Desert Ensurance** Endure hot, reduced need to eat and drink **Wild Shape** Become any small or medium animal or vermin
9	☐	**Shaded Vision** Immune to blinding, dazzling; +2 to saves against gaze attacks, figments and patterns
13	☐	**Dunemeld** Become a swirling mass of sand
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			
	2			
	3			
	4			
	5			
	6			
	7			
	8			
	9			

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 ☐ = CHA _____ + Druid Level _____ + Misc _____

DESERT NATIVE

DESERT BONUS ☐ = Druid Level _____ ÷ 2

Bonus to Initiative, Knowledge (geography), Perception, Stealth and Survival while in desert terrains.

WILD SHAPE

Times per day ☐

Times Today ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

PREPARED SPELLS

0		
1	☐☐☐	☐☐☐
2	☐☐☐	☐☐☐
3	☐☐☐	☐☐☐
4	☐☐☐	☐☐☐
5	☐☐☐	☐☐☐
6	☐☐☐	☐☐☐
7	☐☐☐	☐☐☐
8	☐☐☐	☐☐☐
9	☐☐☐	☐☐☐

SCROLLS

POTIONS