

BLIGHT DRUID

Druid
Level

Level
Bonus

DEITY



BLIGHT DRUID

Druid
Level
1

☐

Nature Sense
+2 to Knowledge (Nature) and Survival
Vermin Empathy
Improve the attitude of vermin

2

☐

Woodland Stride
Move through undergrowth at normal speed
and taking no damage

4

☐

Wild Shape
Become any small or medium animal

5

☐

Miasma
Nearby creatures, fey, and plants are sickened

9

☐

Blightblooded
Immune to all diseases and sickening effects

13

☐

Plaguebearer
Attackers become diseased

15

☐

Timeless Body
No longer age, cannot be magically aged

SPELLS

Spell
Save DC

Spells
per day

=

Base
Spells

+

Bonus
Spells

Spells

0

=

Base
Spells

+

Bonus
Spells

Spells

1

=

Base
Spells

+

Bonus
Spells

Spells

2

=

Base
Spells

+

Bonus
Spells

Spells

3

=

Base
Spells

+

Bonus
Spells

Spells

4

=

Base
Spells

+

Bonus
Spells

Spells

5

=

Base
Spells

+

Bonus
Spells

Spells

6

=

Base
Spells

+

Bonus
Spells

Spells

7

=

Base
Spells

+

Bonus
Spells

Spells

8

=

Base
Spells

+

Bonus
Spells

Spells

9

=

Base
Spells

+

Bonus
Spells

Spells

Spell Save DC = 10 + WIS + Spell Level

Concentration

=

WIS

+

Caster
Level

NATURE BOND

☒ FAMILIAR

☐ DOMAIN

Familiar's Name

Creature Type

VERMIN EMPATHY

VERMIN EMPATHY
BONUS

Druid Level

Misc

=

CHA

+

+

Also affects animals and undead animals, at a -4 penalty

WILD SHAPE

Times per day

Times Today

Current Shape

MIASMA / PLAGUEBEARER

FORTITUDE
SAVE DC

Druid
Level

=

10

+

(

÷

2

)

+

WIS

PREPARED SPELLS

0

1

2

3

4

5

6

7

8

9

SCROLLS

POTIONS