

Druid
Level

Wild
Shape
Level

Druid
Level _____

- 2 =

Wild
Shape
Level

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"/>	Desert Native Bonus in desert terrain
3	<input type="checkbox"/>	Sandwalker No movement penalty in sandy terrain
4	<input type="checkbox"/>	Desert Insurance Endure hot, reduced need to eat and drink Wild Shape Become any small or medium animal or vermin
9	<input type="checkbox"/>	Shaded Vision Immune to blinding, dazzling; +2 to saves against gaze attacks, figments and patterns
13	<input type="checkbox"/>	Dunemeld Become a swirling mass of sand
15	<input type="checkbox"/>	Timeless Body No longer age, cannot be magically aged

$$\text{Spells per day} = \frac{\text{Spell Save DC} - \text{Basis}}{\text{Sprenken}} + \text{Bonusspreuken}$$

	0			WIS
	1			<input type="checkbox"/> WIS - 4
	2			<input type="checkbox"/> WIS - 8
	3			<input type="checkbox"/> WIS - 1
	4			<input type="checkbox"/>
	5			<input type="checkbox"/>
	6			<input type="checkbox"/>
	7			<input type="checkbox"/>
	8			<input type="checkbox"/>
	9			<input type="checkbox"/>

Spell Save DC = 10 + WIS + Spell Level

Concentration

11

WIS +

Caster
Level☐ HUISDIER

✕ DOMAIN

Granted Power

Granted Power

	Level		Level	
	DC		DC	
Uses per day	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Uses per day	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

WILDE EMPATHIE BONUS

Druid Level

Misc

$$= \text{CHA} +$$

+

+

**DESERT
BONUS**

Druid Level

$$= \quad \div 2$$

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

Times per day

Times Today

PREPARED SPELLS

O

1

2

3

4

5

6

7

8

9

SCROLLS

POTIONS