

ARCTIC DRUID

Druid
Level

- 2 =

Druid
Level
Wild
Shape
Level

DEITY



DRUID

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"/>	Arctic Native Bonus in icy terrain
3	<input type="checkbox"/>	Icewalking No movement penalty in icy terrain
4	<input type="checkbox"/>	Arctic Endurance Endure cold, immune to dazzling
6	<input type="checkbox"/>	Wilde Vorm Word eender welk klein of medium creatuur
9	<input type="checkbox"/>	Snowcaster See normally in icy conditions; cast fire spells as cold spells.
13	<input type="checkbox"/>	Flurry form Become a swirling column of snow
15	<input type="checkbox"/>	Timeless Body No longer age, cannot be magically aged

SPELLS

Spell Save DC	Spells per day	Basis Spreuken	Bonusspreuken
0			WIS - 4 WIS - 8 WIS - 12
1			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
2			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
3			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
4			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
5			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
6			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
7			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
8			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
9			<input type="checkbox"/> <input type="checkbox"/>

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

Druid Level

Misc

= **CHA** + +

ARCTIC NATIVE

ARCTIC
BONUS

Druid Level

= ÷ 2

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

WILD SHAPE

Times per day

Times Today

PREPARED SPELLS

0

1

2

3

4

5

6

7

8

9

SCROLLS

POTIONS