

BLIGHT DRUID

Caster Level
Level Bonus

DEITY



BLIGHT DRUID

Druid Level		Nature Sense +2 to Knowledge (nature) and Survival
1	<input type="checkbox"/>	Vermin Empathy Improve the attitude of vermin
2	<input type="checkbox"/>	Woodland Stride Move through undergrowth at normal speed and taking no damage
4	<input type="checkbox"/>	Wild Shape Become any small or medium animal
5	<input type="checkbox"/>	Miasma Nearby creatures, fey and plants are sickened
9	<input type="checkbox"/>	Blightblooded Immune to all diseases and sickening effects
13	<input type="checkbox"/>	Plaguebearer Attackers become diseased
15	<input type="checkbox"/>	Timeless Body No longer age, cannot be magically aged

SPELLS

Spell Save DC		Spells per day	=	Base Spells	+	Bonus Spells
	0					WIS - 4
	1					WIS - 8
	2					WIS - 12
	3					WIS - 16
	4					WIS - 20
	5					WIS - 24
	6					WIS - 28
	7					WIS - 32
	8					WIS - 36
	9					WIS - 40

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 = **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 = 10 + (÷ 2) + **WIS**

PREPARED SPELLS

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

SCROLLS

POTIONS