

# SWAMP DRUID

Druiden-  
stufe

Druiden-  
stufe

- 2 =

Wild  
Shape  
Level

## DRUIDE

Druiden-  
stufe

1

☐

### Naturgespür

+2 to Knowledge (nature) and Survival

### Wild Empathy

Improve the attitude of an animal

2

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### Marshwright

Bonus in swamp terrain, cannot be tracked

3

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### Swamp Strider

No movement penalty in bogs or undergrowth

4

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### Pond Scum

+4 to saves against disease and the abilities of monstrous humanoids; damage reduction against swarms

### Wild Shape

Become any small or medium animal

9

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### Venom Immunity

Immune to all poisons

13

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### Slippery

Continuous freedom of movement

### Timeless Body

No longer age, cannot be magically aged

## ZAUBER

Zauber  
Rettungs SG

Zauber  
pro Tag

=

Grund-  
zauber

+

Bonuszauber

0

1

2

3

4

5

6

7

8

9

WE

WE - 4

WE - 8

WE - 12

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Zauber Rettungs SG = 10 + WE + Zaubergrad

Konzentration

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WE

+

Zauber-  
stufe

## BUND MIT DER NATUR

☒ TIERGEFÄHRTE

☐ DOMAIN

Animal Companion's Name

Art

## TIEREMPATHE

TIEREMPATHE

BONUS

Druidenstufe

Sonstiges

=

CH

+

+

## MARSHWRIGHT

SWAMP

BONUS

Druidenstufe

=

÷ 2

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

## WILD SHAPE

Anzahl pro Tag

Times Today

## VORBEREITETE ZAUBER

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2

3

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9

## SCHRIFTROLLEN

## TRÄNKE