

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 WIS - 8 WIS - 12
	1		+1		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	2		+1		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	3		+1		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	4		+1		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	5		+1		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	6		+1		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	7		+1		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	8		+1		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	9		+1		<input type="checkbox"/> <input type="checkbox"/>

Spell Save DC = 10 + WIS + Spell Level

Concentration = WIS + Caster Level

NATURE BOND

☐ FAMILIAR

☒ DOMAIN

Granted Power

Granted Power

Level		Level	
DC		DC	
Uses per day	<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"/>

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

☐ ☐ ☐ ☐

MIASMA / PLAGUEBEARER

FORTITUDE
SAVE DC

Druid
Level

= 10 + (÷ 2) + WIS

PREPARED SPELLS

0

Domain Spell +1

1

Domain Spell +1

2

Domain Spell +1

3

Domain Spell +1

4

Domain Spell +1

5

Domain Spell +1

6

Domain Spell +1

7

Domain Spell +1

8

Domain Spell +1

9

SCROLLS

POTIONS