BLIGHT DRUID

Druid Level

Level Bonus +

DEITY

GOOD LAWFUL CHAOTIC EVIL

BLIGHT DRUID

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

SPELLS

Spell Save DC		Spells per day	= Base Spells	+ Bonus Spells (WIS - 4 / WIS - 8 / WIS - 12)
	0			☐ ☐ ☐ ☐
	1	+1	+1	☐ ☐ ☐ ☐
	2	+1	+1	☐ ☐ ☐ ☐
	3	+1	+1	☐ ☐ ☐ ☐
	4	+1	+1	☐ ☐ ☐ ☐
	5	+1	+1	☐ ☐ ☐
	6	+1	+1	☐ ☐ ☐
	7	+1	+1	☐ ☐ ☐
	8	+1	+1	☐ ☐ ☐
	9	+1	+1	☐ ☐

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 ☐☐☐☐☐ ☐☐☐☐☐	☐☐☐☐☐ ☐☐☐☐☐	Uses per day

VERMIN EMPATHY

VERMIN EMPATHY BONUS ☐ = CHA + Druid Level + Misc

Also affects animals and undead animals, at a -4 penalty

WILD SHAPE

Times per day ☐ Times Today ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

MIASMA / PLAGUEBEARER

FORTITUDE SAVE DC ☐ = 10 + (Druid Level ÷ 2) + WIS

PREPARED SPELLS

0

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 ☐☐☐ Domain Spell +1

SCROLLS

POTIONS