

CAVE DRUID

Druid
Level

- 2 =

Druid
Level
Wild
Shape
Level

DEITY

DRUID

Druid
Level
1☐**Cavesense**
+2 to Knowledge (dungeoneering) and Survival
Дикое сопереживание
Улучшает отношение животных

2

☐**Tunnelrunner**
Move through narrow passages or rubble
at normal speed and taking no damage

3

☐**Lightfoot**
Cannot be detected by tremorsense

4

☐**Resist Subterranean Corruption**
+2 to saves against the oozes and aberrations
Wild Shape
Become any small or medium animal or ooze

9

☐**Venom Immunity**
Immune to all poisons

13

☐**A Thousand Faces**
Change appearance at will

15

☐**Вечное тело**
No longer age, cannot be magically aged

SPELLS

Spell
Save DCSpells
per day

=

Base
Spells

+

Bonus Spells

0

1

2

3

4

5

6

7

8

9

WIS

WIS - 4

WIS - 8

WIS - 12

WIS

WIS - 4

WIS - 8

WIS - 12

WIS

WIS - 4

WIS - 8

WIS - 12

Spell Save DC = 10 + WIS + Spell Level

Concentration

☐

=

WIS

+

Caster
Level

NATURE BOND

☐ ANIMAL COMPANION ☒ DOMAIN

Предоставляемые силы

Предоставляемые силы

Уровень

KC

Использовано

в день

□□□□

Уровень

KC

Использовано

в день

□□□□

Бонус Дикого сопереживания

Бонус Дикого сопереживания

BONUS

Druid Level

Misc

☐

=

CHA

+

☐

+

☐

WILD SHAPE

Times per day

☐

Times Today

□□□□
□□□□
□□□□

Current Shape

PREPARED SPELLS

0

1

2

3

4

5

6

7

8

9

SCROLLS

POTIONS