

# BLIGHT DRUID

DEITY

Druid  
Level

Level  
Bonus

+



## BLIGHT DRUID

Druid  
Level  
1

### Senso da Natureza

+2 em Conhecimento (natureza) e em Sobrevivência

### Vermin Empathy

Improve the attitude of vermin

2

### Woodland Stride

Move through undergrowth at normal speed and taking no damage

4

### Forma Selvagem

Torna-se qualquer animal médio ou pequeno

5

### Miasma

Nearby creatures, fey and plants are sickened

9

### Blightblooded

Immune to all diseases and sickening effects

13

### Plaguebearer

Attackers become diseased

15

### Corpo Atemporal

Não envelhece, ignora magias de envelhecimento

## SPELLS

Spell  
Save DC

Spells  
per day

=

Base  
Spells

+

Bonus  
Spells

0

1

2

3

4

5

6

7

8

9

WIS

WIS - 4

WIS - 8

WIS - 12

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

Druid Level

Misc

=

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

Druid  
Level

=

10

+

(

÷

2

)

+

WIS

## PREPARED SPELLS

0

1

2

3

4

5

6

7

8

9

## SCROLLS

## POTIONS