

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

WIS - 4
WIS - 8
WIS - 12

0

+1

+1

+1

+1

+1

2

+1

+1

+1

+1

+1

3

+1

+1

+1

+1

+1

4

+1

+1

+1

+1

+1

5

+1

+1

+1

+1

+1

6

+1

+1

+1

+1

+1

7

+1

+1

+1

+1

+1

8

+1

+1

+1

+1

+1

9

+1

+1

+1

+1

+1

Spell Save DC = 10 + WIS + Spell Level

Concentration

=

WIS

+

Caster
Level

NATURE BOND

☐ FAMILIAR

☒ DOMAIN

Granted Power

Granted Power

Level

DC

Uses

per day

Level

DC

Uses

per day

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

1

2

3

4

5

6

7

8

9

SCROLLS

POTIONS