VOI	тлл	TIC DRUID	Druid Level	K		PREPAREI	SPELLS		*
AQC) FL J		Wild T	7 ———					
		Druid – 2 Level	= Shape Level			0)		
*		DRUID	×						
Druid Level		Nature Sense	and Curvival						
1		+2 to Knowledge (nature) Wild Empathy	aliu Survivai						
		Improve the attitude of ar	n animal						
2		Aquatic Adaptation Bonus while in aquatic terrain				1			
3		Natural Swimmer							
<u> </u>		Swim at half land speed							
4		Resist Ocean's Fury +4 to saves against water	r spells and creatures						
4		Wild Shape Become any small or med	dium animal						
9		Seaborn				2			
9		Aquatic subtype, amphibious trait, swim at land speed, endure cold							
13		Deep Diver							
15		Damage reduction, withst	tand deep pressure						
15		Timeless Body No longer age, cannot be	magically aged			3			
		SPELLS							
Spell		Spells Ba	ase Bonus Spells						
Save D		per day = Sp	ells 4 8 2						
		0	MIS WIS			4			
		1							
		2							
		3							
		4				5			
		5	+ + +						
		6							
		7							
		8				6			
		9	44						
Spell Save DC = 10 + WIS + Spell Level									
Concentr	ation	= WIS	+ Caster Level						
NATURE BOND					 				
	VIAL (COMPANION X DOM							
Granted Po	ower		Granted Power			8			
Level			Level						
DC			DC			g			
Us			□□ Uses			7			
per	r day	WILD EMPATH			SCROLLS	# (`	POTIONS	*
WILD EN	MPAT		_						
BONUS		Druid Le	evel Misc						
		= CHA +	+						
``	A	QUATIC ADAPTA	ΓΙΟΝ						
AQUATIO BONUS	С	Druid Level							
231100		= ÷ 2							
Ronus to Ir	nitiativ	j	Percention Stoolth						
Survival an	nd Swir	m while in aquatic terrains.	croeption, oteditii,						
X		WILD SHAPE	Ĭ						
	Tin	nes per day Tin	nes Today						