٨٨١	тлл	TIC DRUID	Druid Level	×	PREPARE	D	SPELLS		*
AQU	JAJ		Wild						
		Druid – 2 Level	= Shape Level			0			
``		DRUID	*						
Druid Level		Nature Sense +2 to Knowledge (nature) a	and Survival						
1		Wild Empathy							
\vdash		Improve the attitude of an a	animal						
2		Bonus while in aquatic terr	ain			1			
3		Natural Swimmer Swim at half land speed							
		Resist Ocean's Fury							
4		+4 to saves against water s Wild Shape	spells and creatures						
		Become any small or media	um animal			2			
9		Seaborn Aquatic subtype, amphibious trait, swim at land speed, endure cold							
13		Deep Diver Damage reduction, withsta	nd deep pressure						
15		Timeless Body No longer age, cannot be m	and and			3			
_			lagically aged						
Spell		SPELLS Spells Bas	e Bonus Spells						
Save D		per day = Spel	ls + Bounds Shells						
		0	WIS- WIS- WIS-			4			
		1	7777						
		2	_						
		3							
		4	_			5			
		5							
		6							
		7							
		8				6			
Snell Sa	IVA DC -	9 = 10 + WIS + Spell Level							
Caster									
Concenti	Concentration = WIS + Level					7			
*		NATURE BOND	*			4			
X ANII Animal Co		COMPANION DOMA	IN						
Allilla 00	припс	on 5 Nume				0			
						8			
Creature T	ype								
		WILD EMPATHY	<u>, </u>			_			
WILD E	MPAT	НҮ				9			
BONUS		Druid Lev		SCR	ROLLS			POTIONS	"
		= CHA +	+					10110110	
		QUATIC ADAPTAT	ION						
AQUATI BONUS	С	Druid Level							
		= ÷ 2							
Bonus to I	nitiativ	e, Knowledge (geography), Pe	erception, Stealth,						
Survival a	nd Swir	m while in aquatic terrains. WILD SHAPE	× (
	Tim		es Today						
Current Sh	nape								
					_				