

AQUATIC DRUID

Druid Level

Wild Shape Level

Druid Level - 2 = Wild Shape Level

DRUID	
Druid Level 1	<input type="checkbox"/> Nature Sense +2 to Knowledge (nature) and Survival Wild Empathy Improve the attitude of an animal
2	<input type="checkbox"/> Aquatic Adaptation Bonus while in aquatic terrain
3	<input type="checkbox"/> Natural Swimmer Swim at half land speed
4	<input type="checkbox"/> Resist Ocean's Fury +4 to saves against water spells and creatures Wild Shape Become any small or medium animal
9	<input type="checkbox"/> Seaborn Aquatic subtype, amphibious trait, swim at land speed, endure cold
13	<input type="checkbox"/> Deep Diver Damage reduction, withstand deep pressure
15	<input type="checkbox"/> Timeless Body No longer age, cannot be magically aged

SPELLS	
Spell Save DC	Spells per day = Base Spells + Bonus Spells
0	WIS - 4
1	WIS - 8
2	WIS - 12
3	
4	
5	
6	
7	
8	
9	

Spell Save DC = 10 + WIS + Spell Level

Concentration

=

WIS

+

Caster Level

NATURE BOND

☐ ANIMAL COMPANION

☒ DOMAIN

Granted Power		Granted Power	
Level		Level	
DC		DC	
Uses per day		Uses per day	

WILD EMPATHY

WILD EMPATHY BONUS

Druid Level

Misc

=

CHA

+

+

AQUATIC ADAPTATION

AQUATIC BONUS

Druid Level

=

÷ 2

Bonus to Initiative, Knowledge (geography), Perception, Stealth, Survival and Swim while in aquatic terrains.

WILD SHAPE

Times per day

Times Today

PREPARED SPELLS	
0	
1	
2	
3	
4	
5	
6	
7	
8	
9	
SCROLLS	
POTIONS	