

AQUATIC DRUID

Druid Level _____	- 2 =	Wild Shape Level _____
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Wild
Shape
Level

- 2 =

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					WS
	1					WS - 4
	2					WS - 8
	3					WS - 12
	4					
	5					
	6					
	7					
	8					
	9					

$$\text{Spell Save DC} = 10 + \text{WIS} + \text{Spell Level}$$

Concentration = **WIS** + Caster Level

NATURE BOND

☒ ANIMAL COMPANION ☐ DOMAIN

Animal Companion's Name

Creature Type

WILD EMPATHY

WILD EMPATHY		
BONUS	Druid Level	Misc

$$= \text{CHA} + \quad +$$

AQUATIC ADAPTATION

AQUATIC BONUS

$$= \frac{\quad}{\div 2}$$

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

WILD SHAPE

Times per day Times Today

Current Shape

PREPARED SPELLS

□ □ □ **1** □ □ □

□ □ □ **2** □ □ □

[illegible]

□ □ □ **4** □ □ □

□ □ □ **5** □ □ □

□ □ □ 6 □ □ □

□ □ □ **7** □ □ □

□ □ □ 8 □ □ □

□ □ □ 9 □ □ □

SCROLLS

POTIONS

Times per day Times Today

Current Shape