

SWAMP DRUID

Druid Level

Wild Shape Level

- 2 =

Druid Level

DRUID

Druid Level		<b>Nature Sense</b> +2 to Knowledge (Nature) and Survival
1	<input type="checkbox"/>	<b>Wild Empathy</b> Improve the attitude of an animal
2	<input type="checkbox"/>	<b>Marshwright</b> Bonus in swamp terrain, cannot be tracked
3	<input type="checkbox"/>	<b>Swamp Strider</b> No movement penalty in bogs or undergrowth
4	<input type="checkbox"/>	<b>Pond Scum</b> +4 to saves against disease and the abilities of monstrous humanoids; damage reduction against swarms
		<b>Wild Shape</b> Become any small or medium animal
9	<input type="checkbox"/>	<b>Venom Immunity</b> Immune to all poisons
13	<input type="checkbox"/>	<b>Slippery</b> Continuous <i>freedom of movement</i>
15	<input type="checkbox"/>	<b>Timeless Body</b> No longer age, cannot be magically aged

SPELLS

Spell Save DC		Spells per day	=	Base Spells	+	Bonus Spells
	0					WIS - 4 WIS - 8 WIS - 12
	1					<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	2					<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	3					<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	4					<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	5					<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	6					<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	7					<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	8					<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	9					<input type="checkbox"/> <input type="checkbox"/>

Spell Save DC = 10 + WIS + Spell Level

Concentration  = WIS + Caster Level

NATURE BOND

☒ ANIMAL COMPANION ☐ DOMAIN

Animal Companion's Name

Creature Type

WILD EMPATHY

WILD EMPATHY  
BONUS

= CHA + +

MARSHWRIGHT

SWAMP  
BONUS

= ÷ 2

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

WILD SHAPE

Times per day Times Today

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PREPARED SPELLS

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SCROLLS

POTIONS