

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

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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

Caster
Level

NATURE BOND

☒ ANIMAL COMPANION ☐ DOMAIN

Animal Companion's Name

Creature Type

WILD EMPATHY

WILD EMPATHY
BONUS

Misc

+

AQUATIC ADAPTATION

AQUATIC BONUS

Druid Level

$$= \quad \div 2$$

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

WILD SHAPE

Times Today

Current Shape

PREPARED SPELLS

SCROLLS

POTIONS