АОТ	T A 7	PIC DDIIID Druid	PREPA	RED	SPELLS	×
AQC	J A .	CIC DRUID Level Wild				
		Druid - 2 = Shape Level Level		0		
×		DRUID				
Druid Level		Nature Sense				
1		+2 to Knowledge (nature) and Survival Wild Empathy				
		Improve the attitude of an animal				
2		Aquatic Adaptation Bonus while in aquatic terrain		1		
		Natural Swimmer				
3		Swim at half land speed				
4		Resist Ocean's Fury +4 to saves against water spells and creatures		-		
		Wild Shape Become any small or medium animal				
		Seaborn Aquatic subtype, amphibious trait, swim at land speed, endure cold		2		
9						
12		Deep Diver				
13		Damage reduction, withstand deep pressure				
15		Timeless Body No longer age, cannot be magically aged		3		
Spell		SPELLS Spells Base Bonus Spells				
Save D		per day Spells				
		O SIM NIST		4		
		1 0000				
		2 0000				
		3 0000				
		4		5		
		5		-		
		6				
		7				
		8		6		
		9				
Spell Sa	ve DC	= 10 + WIS + Spell Level				
Concentr	ation	= WIS + Caster Level				
×		NATURE BOND *		7		
	MAL (COMPANION * DOMAIN				
Granted P	ower	Granted Power		8		
Level		Level				
DC		DQ		9		
Us		Uses				
pe	r day	WILD EMPATHY		1)	POTION	S
WILD EI	MPAT	HY		1		
BONUS		Druid Level Misc				
		= CHA + +				
`*		QUATIC ADAPTATION				
AQUATI BONUS	C	Druid Level				
		= ÷2				
Bonus to I	nitiativ	e, Knowledge (geography), Perception, Stealth,				
Survival a	nd Swii	n while in aquatic terrains.				
		WILD SHAPE				
	Tin	nes per day Times Today				