			Druid	×	PR	REPARED	SPELLS		<i>I</i> (
AQU	J <b>A</b> ']	TIC DRUID	Level						
		Druid <b>- 2 =</b>	Wild Shape						
7		LevelDRUID	Level			— O			
Druid		Nature Sense							
Level <b>1</b>		+2 to Knowledge (Nature) a	ınd Survival						
-		Wild Empathy Improve the attitude of an a	animal						
2		Aquatic Adaptation				1			
		Bonus while in aquatic terra  Natural Swimmer	ain						
3		Swim at half land speed							
		Resist Ocean's Fury +4 to saves against water spells and creatures							
4		Wild Shape							
		Become any small or medium animal				2			
9		Seaborn Aquatic subtype, amphibious trait, swim at land speed, endure cold							
13	Deep Diver Damage reduction, withstand deep pressure		nd deep pressure						
15		Timeless Body				3			
		No longer age, cannot be m	agically aged						
<b>X</b>		SPELLS	<b>X</b>						
Spell Save Do	С	Spells = Base per day = Spell	Bonus Spells						
		0	WIS - 4 WIS - 8 WIS - 1			4			
		1				- 4			
		2							
		3							
		4				5			
		5							
		6							
		7							
		8				6			
		9							
Spell Sav	 ve DC =	= 10 + WIS + Spell Level							
0	. 4.1	- Wic	Caster						
Concentra	ation	= WIS	Level			7			
-		NATURE BOND	# (						
□ ANII	VIAL C	OMPANION X DOMA	IN						
Granted Po	ower		Granted Power			8			
Level			Level						
Uso			Uses Uses			9			
	r day		□ per day					B.057.0110	
	5 TO 4 TO	WILD EMPATHY	*	*	SCROLLS	-	×	POTIONS	<b>#</b> (
WILD EN BONUS	/IPA I	Druid Leve	el Misc						
		= CHA +	+						
	Λ	QUATIC ADAPTATI	ION						
AQUATIO									
BONUS		Druid Level							
		= ÷2							
Bonus to Ir Survival, a	nitiativ nd Swi	e, Knowledge (geography), Pe m while in aquatic terrains.	erception, Stealth,						
\ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \		WILD SHAPE	,						
	Tim	nes per day Times	s Today						