٨٨١	ТΛΊ	TIC DRUID	Druid Level	X	1	PREPARED	SPELLS		*
AQU	JALI		Wild	. <u>i</u> 7 ———					
		Druid – 2 Level	= Shape Level			0			
``		DRUID	×						
Druid Level		Natuur Zintuig +2 op Kennis (natuur) en (Overleven						
1		Wild Empathy							
<u> </u>		Improve the attitude of an	animal						
2		Aquatic Adaptation Bonus while in aquatic terrain				1			
3		Natural Swimmer							
<u> </u>		Swim at half land speed Resist Ocean's Fury							
4		+4 to saves against water	spells and creatures						
`		Wilde Vorm Word eender welk klein of	medium creatuur			2			
9		Seaborn				Z			
		Aquatic subtype, amphibio at land speed, endure cold	ous trait, swim I						
13		Deep Diver							
-3		Damage reduction, withstand deep pressure Timeless Body							
15		No longer age, cannot be i	magically aged	<u> </u>		3			
		SPELLS	-						
Spell			sis Bonusspreuken						
Save D	OC		7 & -						
		0	MIS			4			
		1							
		2							
		3							
		4				5			
		5							
		6							
		7							
		8				6			
Cnoll Co	DC .	9 = 10 + WIS + Spell Level							
Spell 36	Caster								
Concent	Concentration = WIS + Level NATURE BOND					7			
``				1		/			
■ HUISDIER □ DOMAIN Animal Companion's Name									
Animal Co	mpanio	on's Name							
						8			
Creature 1	Creature Type								
WILL DE	CACDA	WILD EMPATH	Y 💌			9			
WILDE I BONUS	EMPA	Druid Le	vel Misc						
		= CHA +	+	*	SCROLLS	*	*	POTIONS	#
``	A	QUATIC ADAPTAT	ION	1					
AQUATI				•					
BONUS		Druid Level							
		= ÷ 2							
Bonus to I Survival a	Initiativ nd Swir	e, Knowledge (geography), P n while in aquatic terrains.	Perception, Stealth,						
*		WILD SHAPE	,						
	Tin	nes per day Tim	es Today						
Current Sl	nape								