

SWAMP DRUID

Druid
Level

Wild
Shape
Level

Druid
Level

— 2 =

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"/>	Marshwright Bonus in swamp terrain, cannot be tracked
3	<input type="checkbox"/>	Swamp Strider No movement penalty in bogs or undergrowth
4	<input type="checkbox"/>	Pond Scum +4 to saves against disease and the abilities of monstrous humanoids; damage reduction against swarms Wild Shape Become any small or medium animal
9	<input type="checkbox"/>	Venom Immunity Immune to all poisons
13	<input type="checkbox"/>	Slippery Continuous <i>freedom of movement</i>
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 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

Granted Power Granted Power

Level	Level
DC	DC
Uses per day	Uses per day

WILD EMPATHY

**WILD EMPATHY
BONUS**

Druid Level

Misc

= **CHA** + +

MARSHWRIGHT

**SWAMP
BONUS**

Druid Level

= ÷ 2

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

WILD SHAPE

Times per day

Times Today

PREPARED SPELLS

0

1

2

3

4

5

6

7

8

9

SCROLLS

POTIONS