

AQUATIC DRUID

Druid Level

Wild Shape Level

Druid Level - 2 = Shape Level

DRUID

Druid Level

1

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Nature Sense
+2 to Knowledge (nature) and Survival
Wild Empathy
Improve the attitude of an animal

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Aquatic Adaptation
Bonus while in aquatic terrain

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Natural Swimmer
Swim at half land speed

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Resist Ocean's Fury
+4 to saves against water spells and creatures
Wild Shape
Become any small or medium animal

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Seaborn
Aquatic subtype, amphibious trait, swim at land speed, endure cold

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Deep Diver
Damage reduction, withstand deep pressure

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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

Concentration

=

WIS

+

Caster Level

NATURE BOND

☒ ANIMAL COMPANION ☐ DOMAIN

Animal Companion's Name

Creature Type

WILD EMPATHY

WILD EMPATHY BONUS

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+

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Druid Level Misc

AQUATIC ADAPTATION

AQUATIC BONUS

=

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2

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

WILD SHAPE

Times per day

Times Today

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Current Shape

PREPARED SPELLS

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SCROLLS

POTIONS