

AQUATIC DRUID

Druid Level

Wild Shape Level

Druid Level - 2 = Wild Shape Level

DRUID

Druid Level

1

☐

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

2

☐

**Aquatic Adaptation**  
Bonus while in aquatic terrain

3

☐

**Natural Swimmer**  
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

9

☐

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

13

☐

**Deep Diver**  
Damage reduction, withstand deep pressure

15

☐

**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

Granted Power	Granted Power
<div>Level</div> <div>DC</div> <div>Uses per day</div>	<div>Level</div> <div>DC</div> <div>Uses per day</div>

WILD EMPATHY

WILD EMPATHY BONUS

Druid Level

Misc

=

CHA

+

+

AQUATIC ADAPTATION

AQUATIC 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