

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

| Level | DC | Uses per day |
|-------|----|---|
| | | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| | | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |

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