AOII	ATIC DDIIID	Druid	×		PREPARE	D SPELLS		*
AQU	ATIC DRUID	Level Wild						
	Druid <b>- 2 =</b> Level					\		
×	DRUID	Level						
Druid	Natuur Zintuig							
Level <b>1</b>	+2 op Kennis (natuur) en Ov Wild Empathy	rerleven						
	Improve the attitude of an a	nimal						
2	Aquatic Adaptation Bonus while in aquatic terra	in			1			
	Natural Swimmer							
3	Swim at half land speed							
	Resist Ocean's Fury +4 to saves against water spells and creatures							
4	Wilde Vorm							
	Word eender welk klein of m  Seaborn	nedium creatuur			2			
9	Aquatic subtype, amphibiou	s trait, swim						
	at land speed, endure cold	Deep Diver						
13	Damage reduction, withstan	nd deep pressure						
15	Timeless Body No longer age, cannot be ma	anically and			3			
<u></u>		agically aged						
Chall	SPELLS Spells Basis	Panyaanraykan						
Spell Save DC	Spells = Basis per day = Spreuk	Bonusspreuken						
	0	WIS						
	1	<b>P P P P</b>						
	2							
	3							
	4	- 6666			5			
	5							
	6	_						
	7							
	8	_			6			
	9							
Spell Save DC = 10 + WIS + Spell Level								
Concentrat	- WIC	n = WIS + Caster						
Concentrati		Level			7	,		
×	NATURE BOND	*						
X HUISD  Animal Comp	TER DOMAI panion's Name	IN						
					8			
Creature Type	е							
	WII D EMDATIN							
WILDE EM	WILD EMPATHY	*			9			
BONUS	Druid Leve	el Misc		S C D O L L C			DOTTONS	
	= CHA +	+	*	SCROLLS	<b>#</b> (	*	POTIONS	*
``	AQUATIC ADAPTATI	ON						
AQUATIC	Druid Lovel							
BONUS	Druid Level							
	= <b>÷ 2</b>							
	iative, Knowledge (geography), Per Swim while in aquatic terrains.	rception, Stealth,						
×	WILD SHAPE	*						
		s Today						
Current Shap		<u> </u>						
7								