

AQUATIC DRUID

Druid Level

Wild Shape Level

— 2 =

Druid Level

— 2 =

DRUID

Druid Level		Nature Sense +2 to Knowledge (Nature) and Survival
1	<input type="checkbox"/>	Wild Empathy Improve the attitude of an animal
2	<input type="checkbox"/>	Aquatic Adaptation Bonus while in aquatic terrain
3	<input type="checkbox"/>	Natural Swimmer Swim at half land speed
4	<input type="checkbox"/>	Resist Ocean's Fury +4 to saves against water spells and creatures
		Wild Shape Become any small or medium animal
9	<input type="checkbox"/>	Seaborn Aquatic subtype, amphibious trait, swim at land speed, endure cold
13	<input type="checkbox"/>	Deep Diver Damage reduction, withstand deep pressure
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
	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
 = CHA + +
Druid Level Misc

AQUATIC ADAPTATION

AQUATIC BONUS
 = ÷ 2
Bonus to Initiative, Knowledge (geography), Perception, Stealth, Survival, and Swim while in aquatic terrains.

WILD SHAPE

Times per day Times Today
Current Shape

PREPARED SPELLS

0

1

2

3

4

5

6

7

8

9

SCROLLS

POTIONS