

AQUATIC DRUID

Druid Level

Wild Shape Level

Druid Level

- 2 =

DRUID

Druid Level

1

☐

Natuur Zintuig
+2 op Kennis (natuur) en Overleven
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

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Resist Ocean's Fury
+4 to saves against water spells and creatures
Wilde Vorm
Word eender welk klein of medium creatuur

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	= Basis Spreuken	+ Bonus spreuken
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

☐ HUISDIER

☒ 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

WILDE EMPATHIE

BONUS

=

CHA

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Druid Level

Misc

AQUATIC ADAPTATION

AQUATIC

BONUS

=÷ 2

Druid Level

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