

AQUATIC DRUID

Druid Level

Wild Shape Level

Druid Level

— 2 =

Shape Level

DRUID

Druid Level

1

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

2

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Aquatic Adaptation
Bonus while in aquatic terrain

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Natural Swimmer
Swim at half land speed

4

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Resist Ocean's Fury
+4 to saves against water spells and creatures
Wild Shape
Become any small or medium animal

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

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Deep Diver
Damage reduction, withstand deep pressure

15

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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 - 4
	2					WIS - 4
	3					WIS - 4
	4					WIS - 4
	5					WIS - 4
	6					WIS - 4
	7					WIS - 4
	8					WIS - 4
	9					WIS - 4

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

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Current Shape

PREPARED SPELLS

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SCROLLS

POTIONS