AOII	ATIC DDIIID	Druid Level	X	PREPAR	ED	SPELLS		,
AQUA	ATIC DRUID	Wild T	7					
	Druid – 2	= Shape Level			0			
×	DRUID	× 1						
Druid Level	Nature Sense +2 to Knowledge (Nature)	and Survival						
	Wild Empathy							
	Improve the attitude of an	animal						
2	Aquatic Adaptation Bonus while in aquatic term	rain			1			
3 🗆	Natural Swimmer	Natural Swimmer Swim at half land speed		_				
<u> </u>	Resist Ocean's Fury							
4 [+4 to saves against water	pells and creatures						
' '	Wild Shape	Wild Shape Become any small or medium animal			2			
9 [Seaborn				_			
	Aquatic subtype, amphibio at land speed, endure cold	ious trait, swim ld						
13	Deep Diver							
-	Damage reduction, withsta	and deep pressure						
15	No longer age, cannot be r	magically aged			3			
``	SPELLS							
Spell	Spells = Bas per day = Spe	se + Bonus Spells						
Save DC		4 % -						
	0	MIS WIS			4			
	1							
	2							
	3				_			
	5				5			
	6	_						
	7							
	8				6			
	9				U			
Spell Save DC = 10 + WIS + Spell Level								
		Caster		_				
Concentrati	on = WIS	Level			7			
NATURE BOND					-			
X ANIMAL COMPANION □ DOMAIN Animal Companion's Name								
					0			
Cracture Tune					8			
Creature Type	•							
7	WILD EMPATHY	7	,					
WILD EMP	АТНУ				9			
BONUS	Druid Lev	vel Misc		SCROLLS	()		POTIONS	,
	= CHA +	+		SCROLLO			10110110	
×	AQUATIC ADAPTAT	ION						
AQUATIC BONUS	Druid Level							
	= ÷2							
Bonus to Initi	ative, Knowledge (geography), P	erception, Stealth.						
Survival, and	Swim while in aquatic terrains.							
×	WILD SHAPE	<i>y</i> (
Γ	Times per day Time	es Today						
Current Shap	e							
					-			