

AQUATIC DRUID

Druid Level

Wild Shape Level

Druid Level - 2 = Wild Shape Level

DRUID

Druid Level 1	<input type="checkbox"/>	Nature Sense +2 to Knowledge (nature) and Survival 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

Granted Power	Granted Power
Level	Level
DC	DC
Uses per day	Uses per day

WILD EMPATHY

WILD EMPATHY BONUS

Druid Level

Misc

=

CHA

+

+

AQUATIC ADAPTATION

AQUATIC BONUS

Druid Level

=

÷ 2

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