

AQUATIC DRUID

Druid Level _____	- 2 =	Wild Shape Level _____
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Level

- 2 =

DRUID

Druid Level 1	<input type="checkbox"/>	Nature Sense +2 to Knowledge (nature) and Survival
2	<input type="checkbox"/>	Wild Empathy Improve the attitude of an animal
3	<input type="checkbox"/>	Aquatic Adaptation Bonus while in aquatic terrain
4	<input type="checkbox"/>	Natural Swimmer Swim at half land speed
9	<input type="checkbox"/>	Resist Ocean's Fury +4 to saves against water spells and creatures
13	<input type="checkbox"/>	Wild Shape Become any small or medium animal
15	<input type="checkbox"/>	Seaborn Aquatic subtype, amphibious trait, swim at land speed, endure cold
17	<input type="checkbox"/>	Deep Diver Damage reduction, withstand deep pressure
19	<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 -4
	2					WIS -8
	3					WIS -12
	4					
	5					
	6					
	7					
	8					
	9					

Spell Save DC = 10 + WIS + Spell Level

Caster
Level

NATURE BOND

☐ ANIMAL COMPANION ☒ DOMAIN

Granted Power

	DC Level		
Uses per day	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Uses per day

WILD EMPATHY

Misc

$$\boxed{} = \text{CHA} + + $$

AQUATIC ADAPTATION

Druid Level

$$\square = \div 2$$

Bonus to Initiative, Knowledge (geography), Perception, Stealth, Survival and Swim while in aquatic terrains.

WILD SHAPE

Times Today

PREPARED SPELLS

11

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SCROLLS

POTIONS