

**AQUATIC DRUID**

|                      |              |                           |
|----------------------|--------------|---------------------------|
| Druid<br>Level _____ | <b>- 2 =</b> | Wild Shape<br>Level _____ |
|----------------------|--------------|---------------------------|

Level

- 2 =

DRUID

|                         |                          |  |
|-------------------------|--------------------------|--|
| Druid Level<br><b>1</b> | <input type="checkbox"/> | <b>Nature Sense</b><br>+2 to Knowledge (nature) and Survival<br><b>Wild Empathy</b><br>Improve the attitude of an animal               |
| <b>2</b>                | <input type="checkbox"/> | <b>Aquatic Adaptation</b><br>Bonus while in aquatic terrain  |
| <b>3</b>                | <input type="checkbox"/> | <b>Natural Swimmer</b><br>Swim at half land speed  |
| <b>4</b>                | <input type="checkbox"/> | <b>Resist Ocean's Fury</b><br>+4 to saves against water spells and creatures<br><b>Wild Shape</b><br>Become any small or medium animal |
| <b>9</b>                | <input type="checkbox"/> | <b>Seaborn</b><br>Aquatic subtype, amphibious trait, swim at land speed, endure cold   |
| <b>13</b>               | <input type="checkbox"/> | <b>Deep Diver</b><br>Damage reduction, withstand deep pressure   |
| <b>15</b>               | <input type="checkbox"/> | <b>Timeless Body</b><br>No longer age, cannot be magically aged  |

## SPELLS

| Spell<br>Save DC |          | Spells<br>per day | = | Base<br>Spells | + | Bonus Spells |
|------------------|----------|-------------------|---|----------------|---|--------------|
|                  | <b>0</b> |                   |   |                |   | WIS          |
|                  | <b>1</b> |                   |   |                |   | WIS - 4      |
|                  | <b>2</b> |                   |   |                |   | WIS - 8      |
|                  | <b>3</b> |                   |   |                |   | WIS - 12     |
|                  | <b>4</b> |                   |   |                |   |              |
|                  | <b>5</b> |                   |   |                |   |              |
|                  | <b>6</b> |                   |   |                |   |              |
|                  | <b>7</b> |                   |   |                |   |              |
|                  | <b>8</b> |                   |   |                |   |              |
|                  | <b>9</b> |                   |   |                |   |              |

Spell Save DC = 10 + WIS + Spell Level

Concentration  = **WIS** + Caster Level

## NATURE BOND

☐ ANIMAL COMPANION ☒ DOMAIN

| Granted Power | 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"/><br><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"/><br><input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
|              | DC Level   |  |
|              |  |  |
| Uses per day |  |  |

## WILD EMPATHY

| WILD EMPATHY | Druid Level | Misc |
|--------------|-------------|------|
| BONUS        |             |      |

$$\boxed{\phantom{0000}} = \text{CHA} + \phantom{0000} + \phantom{0000}$$

## AQUATIC ADAPTATION

| BONUS | Druid Level |
|-------|-------------|
| 1     | 1           |
| 2     | 2           |
| 3     | 3           |
| 4     | 4           |
| 5     | 5           |
| 6     | 6           |
| 7     | 7           |
| 8     | 8           |
| 9     | 9           |
| 10    | 10          |
| 11    | 11          |
| 12    | 12          |
| 13    | 13          |
| 14    | 14          |
| 15    | 15          |
| 16    | 16          |
| 17    | 17          |
| 18    | 18          |
| 19    | 19          |
| 20    | 20          |

$$\square = \div 2$$

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

WILD SHAPE

|  |  |  |  |
|--|--|--|--|
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |

## PREPARED SPELLS

|  |  |
|--|--|
|  |  |
|  |  |
|  |  |
|  |  |

[illegible]

## POTIONS