

SWAMP DRUID

Druid Level
Wild Shape Level

Druid Level - 2 =

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"/> | Marshwright Bonus in swamp terrain, cannot be tracked |
| 3 | <input type="checkbox"/> | Swamp Strider No movement penalty in bogs or undergrowth |
| 4 | <input type="checkbox"/> | Pond Scum +4 to saves against disease and the abilities of monstrous humanoids; damage reduction against swarms Wild Shape Become any small or medium animal |
| 9 | <input type="checkbox"/> | Venom Immunity Immune to all poisons |
| 13 | <input type="checkbox"/> | Slippery Continuous <i>freedom of movement</i> |
| 15 | <input type="checkbox"/> | Timeless Body No longer age, cannot be magically aged |

SPELLS

| Spell Save DC | Spells per day | = | Base Spells | + | Bonus Spells |
|----------------------|----------------|----------------------|----------------------|---|---|
| <input type="text"/> | 0 | <input type="text"/> | <input type="text"/> | | WIS - 4 WIS - 8 WIS - 12 |
| <input type="text"/> | 1 | <input type="text"/> | <input type="text"/> | | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| <input type="text"/> | 2 | <input type="text"/> | <input type="text"/> | | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| <input type="text"/> | 3 | <input type="text"/> | <input type="text"/> | | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| <input type="text"/> | 4 | <input type="text"/> | <input type="text"/> | | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| <input type="text"/> | 5 | <input type="text"/> | <input type="text"/> | | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| <input type="text"/> | 6 | <input type="text"/> | <input type="text"/> | | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| <input type="text"/> | 7 | <input type="text"/> | <input type="text"/> | | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| <input type="text"/> | 8 | <input type="text"/> | <input type="text"/> | | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| <input type="text"/> | 9 | <input type="text"/> | <input type="text"/> | | <input type="checkbox"/> <input type="checkbox"/> |

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

Druid Level

Misc

= **CHA** + +

MARSHWRIGHT

SWAMP

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