

# SWAMP DRUID

Druid Level   
Wild Shape Level

Druid Level  - 2 =

## DRUID

Druid Level <b>1</b>	<input type="checkbox"/>	<b>Nature Sense</b> +2 to Knowledge (nature) and Survival <b>Wild Empathy</b> Improve the attitude of an animal
<b>2</b>	<input type="checkbox"/>	<b>Marshwright</b> Bonus in swamp terrain, cannot be tracked
<b>3</b>	<input type="checkbox"/>	<b>Swamp Strider</b> No movement penalty in bogs or undergrowth
<b>4</b>	<input type="checkbox"/>	<b>Pond Scum</b> +4 to saves against disease and the abilities of monstrous humanoids; damage reduction against swarms <b>Wild Shape</b> Become any small or medium animal
<b>9</b>	<input type="checkbox"/>	<b>Venom Immunity</b> Immune to all poisons
<b>13</b>	<input type="checkbox"/>	<b>Slippery</b> Continuous <i>freedom of movement</i>
<b>15</b>	<input type="checkbox"/>	<b>Timeless Body</b> No longer age, cannot be magically aged

## SPELLS

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

Granted Power  Granted Power

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

## 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