

SWAMP DRUID

Druid
Level

Wild
Shape
Level

Druid
Level

- 2 =

DRUID

Druid
Level
1

☐

Nature Sense
+2 to Knowledge (nature) and Survival
Wild Empathy
Improve the attitude of an animal

2

☐

Marshwright
Bonus in swamp terrain, cannot be tracked

3

☐

Swamp Strider
No movement penalty in bogs or undergrowth

4

☐

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

☐

Venom Immunity
Immune to all poisons

13

☐

Slippery
Continuous *freedom of movement*

15

☐

Timeless Body
No longer age, cannot be magically aged

SPELLS

Spell
Save DC

Spells
per day

=

Base
Spells

+

Bonus Spells

0

1

2

3

4

5

6

7

8

9

WIS

- 4

WIS

- 8

WIS

- 12

WIS

- 16

WIS

- 20

WIS

- 24

WIS

- 28

WIS

- 32

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