

AQUATIC DRUID

Druid Level

Wild Shape Level

Druid Level

Wild Shape Level

Druid Level

Wild Shape Level

Druid Level

Wild Shape Level

Druid Level

Wild Shape Level

Druid Level

Wild Shape Level

Druid Level

Wild Shape Level

Druid Level

Wild Shape Level

Druid Level

Wild Shape Level

Druid Level

Wild Shape Level

Druid Level

Wild Shape Level

Druid Level

Wild Shape Level

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

Concentration = WIS + Caster Level

NATURE BOND

☐ ANIMAL COMPANION ☒ DOMAIN

Granted Power		Granted Power	
Level	DC	Level	DC
Uses per day	Uses per day	Uses per day	Uses per day

WILD EMPATHY

WILD EMPATHY BONUS
 = CHA + +

AQUATIC ADAPTATION

AQUATIC BONUS
 = ÷ 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	