

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"/>				WIS - 4 WIS - 8 WIS - 12
<input type="text"/>	1	<input type="text"/>				<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="text"/>	2	<input type="text"/>				<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="text"/>	3	<input type="text"/>				<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="text"/>	4	<input type="text"/>				<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="text"/>	5	<input type="text"/>				<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="text"/>	6	<input type="text"/>				<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="text"/>	7	<input type="text"/>				<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="text"/>	8	<input type="text"/>				<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="text"/>	9	<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