AOIIATIC DDIII	Druid		PREPARE	D SI	PELLS		Į.
AQUATIC DRUI	Level Wild	7					
Druid _ Level	- 2 = Shape Level		()			
DRUID	Level			_			
Druid Nature Sense							
Level +2 to Knowledge (nat	ture) and Survival						
Improve the attitude	of an animal						
2 Aquatic Adaptation Bonus while in aquat	ille in aquatic terrain		1	1 _			
3 Natural Swimmer							
Swiiii at iiaii iaiiu spe	eed						
Resist Ocean's Fury +4 to saves against v	water spells and creatures			_			
Wild Shape	Wild Shape Become any small or medium animal			_			
Seaborn	eaborn			_			
9 Aquatic subtype, ample at land speed, endure	phibious trait, swim e cold			_			
12 Deep Diver							
- Damage reduction, w	vithstand deep pressure						
15 ☐ Timeless Body No longer age, canno	ot be magically aged		3	5 —			
SPELLS		,					
Spell Spells _	Base Bonus Spells						
Save DC per day	Spells 4 8 2			_			
0	MIS SIM			4 -			
1				_			
2							
3							
4			5	5 —			
5				_			
6							
7 8							
				5 <u> </u>			
9 Spell Save DC = 10 + WIS + Spell Leve							
Concentration = W	Caster Level			, 🗆			
NATURE BOND			4				
★ ANIMAL COMPANION □ DOMAIN Asimal Companion (Allera							
Animal Companion's Name				_			
			8	3 <u> </u>			
Creature Type							
WILD EMPATHY	THY *		9	9 _			
	id Level Misc						
= CHA +	+	SC:	ROLLS	*		POTIONS	*
AQUATIC ADAP	TATION .						
AQUATIC							
BONUS Druid Level							
Bonus to Initiative, Knowledge (geograph Survival and Swim while in aquatic terra							
WILD SHA	PE .						
Times per day	Times Today						
Current Shape							