AQUATIC DRUID

Druid Level ____ − 2 = Wild Shape Level ____

Druid Level ____

DRUID

Druid Level		
1	☐	**Nature Sense** +2 to Knowledge (nature) and Survival **Wild Empathy** Improve the attitude of an animal
2	☐	**Aquatic Adaptation** Bonus while in aquatic terrain
3	☐	**Natural Swimmer** Swim at half land speed
4	☐	**Resist Ocean's Fury** +4 to saves against water spells and creatures **Wild Shape** Become any small or medium animal
9	☐	**Seaborn** Aquatic subtype, amphibious trait, swim at land speed, endure cold
13	☐	**Deep Diver** Damage reduction, withstand deep pressure
15	☐	**Timeless Body** No longer age, cannot be magically aged

SPELLS

Spell Save DC		Spells per day	= Base Spells	+ Bonus Spells (WIS - 4 / WIS - 8 / WIS - 12)
	0			
	1			☐ ☐ ☐ ☐
	2			☐ ☐ ☐ ☐
	3			☐ ☐ ☐ ☐
	4			☐ ☐ ☐ ☐
	5			☐ ☐ ☐
	6			☐ ☐ ☐
	7			☐ ☐ ☐
	8			☐ ☐ ☐
	9			☐ ☐

Spell Save DC = 10 + WIS + Spell Level

Concentration ____ = WIS + ____ Caster Level

NATURE BOND

☐ ANIMAL COMPANION ✘ DOMAIN

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

WILD EMPATHY

WILD EMPATHY BONUS ____ = CHA + Druid Level ____ + Misc ____

AQUATIC ADAPTATION

AQUATIC 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