ARCTIC DRUID

Druid Level ☐

Druid Level − 2 = Wild Shape Level ☐

DRUID

Druid Level		
1	☐	**Nature Sense** +2 to Knowledge (Nature) and Survival **Wild Empathy** Improve the attitude of an animal
2	☐	**Arctic Native** Bonus in icy terrain
3	☐	**Icewalking** No movement penalty in icy terrain
4	☐	**Arctic Endurance** Endure cold, immune to dazzling
6	☐	**Wild Shape** Become any small or medium animal
9	☐	**Snowcaster** See normally in icy conditions; cast fire spells as cold spells.
13	☐	**Flurry form** Become a swirling colum of snow
15	☐	**Timeless Body** No longer age, cannot be magically aged

SPELLS

Spell Save DC		Spells per day	= Base Spells	+ Bonus Spells (WIS, 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

ARCTIC NATIVE

ARCTIC BONUS ☐ = Druid Level ÷ 2

Bonus to Initiative, Knowledge (geography), Perception, Stealth, and Survival 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