

# ARCTIC DRUID

Druid  
Level

Wild  
Shape  
Level

— 2 =

Druid  
Level

DEITY



## 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 column of snow

15

**Timeless Body**  
No longer age, cannot be magically aged

## SPELLS

Spell  
Save DC

Spells  
per day

=

Base  
Spells

+

Bonus Spells

0

1

2

3

4

5

6

7

8

9

WIS - 4

WIS - 8

WIS - 12

WIS - 4

WIS - 8

WIS - 12

WIS - 4

WIS - 8

WIS - 12

WIS - 4

WIS - 8

WIS - 12

WIS - 4

WIS - 8

WIS - 12

WIS - 4

WIS - 8

WIS - 12

WIS - 4

WIS - 8

WIS - 12

WIS - 4

WIS - 8

WIS - 12

WIS - 4

WIS - 8

WIS - 12

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 +

+

## 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