

MOUNTAIN DRUID

Druid Level

Wild Shape Level

Druid Level - 2 =

DRUID

Druid Level

1

☐

Nature Sense
+2 to Knowledge (Nature) and Survival

2

☐

Mountaineer
Bonus in mountain terrain, cannot be tracked

3

☐

Surefooted
No speed penalty on slopes, rubble or scree

4

☐

Spire Walker
Endure cold, immune to altitude sickness, keep dexterity bonus when climbing
Wild Shape
Become any small or medium animal or giant

9

☐

Mountain Stance
Immune to petrification, +4 to saves and CMD against attempts to move

13

☐

Mountain Stone
Become a weathered stony outcrop

15

☐

Timeless Body
No longer age, cannot be magically aged

SPELLS

Spell Save DC

0

1

2

3

4

5

6

7

8

9

Spells per day

=

Base Spells

+

Bonus Spells

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

=

CHA

 + +

Druid Level

Misc

MOUNTAINEER

MOUNTAIN BONUS

= ÷ 2

Druid Level

Bonus to Initiative, Climb, Knowledge (geography), Perception, Stealth, and Survival while in mountain terrains.

WILD SHAPE

Times per day

Times Today

Current Shape

PREPARED SPELLS

0

1

2

3

4

5

6

7

8

9

SCROLLS

POTIONS