

ARCTIC DRUID

Druid
Level

- 2 =

Druid
Level
Wild
Shape
Level

DEITY



DRUID

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

SPELLS

Spell Save DC	Spells per day	=	Base Spells	+	Bonus Spells
	0				WIS - 4 WIS - 8 WIS - 12
	1				<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	2				<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	3				<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	4				<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	5				<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	6				<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	7				<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	8				<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	9				<input type="checkbox"/> <input type="checkbox"/>

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