

MOUNTAIN DRUID

Druid Level

Wild Shape Level

Druid Level

— 2 =

DRUID	
Druid Level 1	<input type="checkbox"/> Nature Sense +2 to Knowledge (Nature) and Survival
2	<input type="checkbox"/> Wild Empathy Improve the attitude of an animal
3	<input type="checkbox"/> Mountaineer Bonus in mountain terrain, cannot be tracked
4	<input type="checkbox"/> Surefooted No speed penalty on slopes, rubble or scree
9	<input type="checkbox"/> Spire Walker Endure cold, immune to altitude sickness, keep dexterity bonus when climbing
13	<input type="checkbox"/> Wild Shape Become any small or medium animal or giant
15	<input type="checkbox"/> Mountain Stance Immune to petrification, +4 to saves and CMD against attempts to move
	<input type="checkbox"/> Mountain Stone Become a weathered stony outcrop
	<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
1	WIS - 8
2	WIS - 12
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	DC	Level	DC
Uses per day	Uses per day	Uses per day	Uses per day

WILD EMPATHY

WILD EMPATHY BONUS

Druid Level

Misc

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MOUNTAINEER

MOUNTAIN BONUS

Druid Level

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

WILD SHAPE

Times per day

Times Today

PREPARED SPELLS	
0	
1	
2	
3	
4	
5	
6	
7	
8	
9	
SCROLLS	
POTIONS	