

MOUNTAIN DRUID

Druid Level

Wild Shape Level

Druid Level

— 2 =

DRUID

Druid Level

1

☐

Natuur Zintuig
+2 op Kennis (natuur) en Overleven

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

Spells per day

= Basis Spreuken

+ Bonusspreuken

	0								
	1								
	2								
	3								
	4								
	5								
	6								
	7								
	8								
	9								

Spell Save DC = 10 + WIS + Spell Level

Concentration

=

WIS

+

Caster Level

NATURE BOND

☒ HUISDIER

☐ DOMAIN

Animal Companion's Name

Creature Type

WILD EMPATHY

WILDE EMPATHIE

BONUS

Druid Level

Misc

=

CHA

+

+

MOUNTAINEER

MOUNTAIN

BONUS

Druid Level

=

÷ 2

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