

MOUNTAIN DRUID

Druid Level

Wild Shape Level

Druid Level

— 2 =

DRUID	
Druid Level 1	Natuur Zintuig +2 op Kennis (natuur) en Overleven Wild Empathy Improve the attitude of an animal
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 + Bonus spreuken
0	WIS - 4
1	WIS - 4
2	WIS - 4
3	WIS - 4
4	WIS - 4
5	WIS - 4
6	WIS - 4
7	WIS - 4
8	WIS - 4
9	WIS - 4

Spell Save DC = 10 + WIS + Spell Level

Concentration = WIS + Caster Level

NATURE BOND

☐ HUISDIER

☒ DOMAIN

Granted Power		Granted Power	
Level	Level	Level	Level
DC	DC	DC	DC
Uses per day	Uses per day	Uses per day	Uses per day

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

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