

ARCTIC DRUID

Druid Level

Wild Shape Level

Druid Level

— 2 =

DRUID

Druid Level		Nature Sense +2 to Knowledge (nature) and Survival
1	<input type="checkbox"/>	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
	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		Level	
DC		DC	
Uses per day	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Uses per day	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

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

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PREPARED SPELLS

0

1

2

3

4

5

6

7

8

9

SCROLLS

POTIONS