

Druid
Level

Wild
Shape
Level

Druid
Level

- 2 =

Wild
Shape
Level

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

SPELLS				
Spell Save DC		Spells per day	= Base Spells	+ Bonus Spells
	0			WIS
	1			WIS - 4
	2			WIS - 8
	3			WIS - 12
	4			
	5			
	6			
	7			
	8			
	9			

Spell Save DC = 10 + WIS + Spell Level

Spell Save DC = 10 + WIS + Spell Level

Concentration

= WIS +

Caster
Level

☐ ANIMAL COMPANION ☒ DOMAIN

☐ ANIMAL COMPANION ☒ DOMAIN

Granted Power

Granted Power

[illegible]

WILD EMPATHY

WILD EMPATHY BONUS

Druid Level

Misc

$$\text{[Blank]} = \text{CHA} + \quad +$$

MOUNTAINEER

MOUNTAIN BONUS

Druid Level

$$= \quad \div 2$$

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

WILD SHAPE

Times per day

Times Today

PREPARED SPELLS

O

1

2

3

4

5

6

7

8

9

SCROLLS

POTIONS

[illegible][illegible]