

MOUNTAIN DRUID

Druid Level

Wild Shape Level

Druid Level

- 2 =

DRUID

Druid Level

1

☐

Nature Sense
+2 to Knowledge (Nature) and Survival

2

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Wild Empathy
Improve the attitude of an animal

2

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Mountaineer
Bonus in mountain terrain, cannot be tracked

3

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Surefooted
No speed penalty on slopes, rubble or scree

4

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Spire Walker
Endure cold, immune to altitude sickness, keep dexterity bonus when climbing

Wild Shape
Become any small or medium animal or giant

9

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Mountain Stance
Immune to petrification, +4 to saves and CMD against attempts to move

13

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Mountain Stone
Become a weathered stony outcrop

15

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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

Animal Companion's Name

Creature Type

WILD EMPATHY

WILD EMPATHY BONUS

=

CHA

+

+

Misc

Druid Level

MOUNTAINEER

MOUNTAIN BONUS

=

÷ 2

Druid Level

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

WILD SHAPE

Times per day

Times Today

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Current Shape

PREPARED SPELLS

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SCROLLS

POTIONS