ARCTIC DRUID

Druid Level ☐

Druid Level − 2 = Wild Shape Level ☐

DEITY

GOOD LAWFUL CHAOTIC EVIL

DRUID

Druid Level		
1	☐	**Nature Sense** +2 to Knowledge (nature) and Survival **Wild Empathy** Improve the attitude of an animal
2	☐	**Arctic Native** Bonus in icy terrain
3	☐	**Icewalking** No movement penalty in icy terrain
4	☐	**Arctic Endurance** Endure cold, immune to dazzling **Wild Shape** Become any small or medium animal
9	☐	**Snowcaster** See normally in icy conditions; cast fire spells as cold spells.
13	☐	**Flurry form** Become a swirling colum of snow
15	☐	**Timeless Body** No longer age, cannot be magically aged

SPELLS

Spell Save DC		Spells per day	= Base Spells	+ Bonus Spells (WIS / WIS - 4 / WIS - 8 / WIS - 12)
	0			
	1			
	2			
	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 + Druid Level + Misc

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 ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

PREPARED SPELLS

0

1

2

3

4

5

6

7

8

9

SCROLLS

POTIONS