

MOUNTAIN DRUID

Druid Level

Wild Shape Level

Druid Level

- 2 =

DRUID

Druid Level

1

☐

**Nature Sense**  
+2 to Knowledge (nature) and Survival

2

☐

**Wild Empathy**  
Improve the attitude of an animal

3

☐

**Mountaineer**  
Bonus in mountain terrain, cannot be tracked

4

☐

**Surefooted**  
No speed penalty on slopes, rubble or scree

9

☐

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

13

☐

**Wild Shape**  
Become any small or medium animal or giant

15

☐

**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	=	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

+

+

Druid Level

Misc

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

☐

☐

☐

☐

☐

☐

Current Shape

PREPARED SPELLS

0

☐

☐

☐

☐

☐

☐

1

☐

☐

☐

☐

☐

☐

2

☐

☐

☐

☐

☐

☐

3

☐

☐

☐

☐

☐

☐

4

☐

☐

☐

☐

☐

☐

5

☐

☐

☐

☐

☐

☐

6

☐

☐

☐

☐

☐

☐

7

☐

☐

☐

☐

☐

☐

8

☐

☐

☐

☐

☐

☐

9

☐

☐

☐

☐

☐

☐

SCROLLS

POTIONS