

Druid
Level
Wild
Shape
Level

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Level

- 2.

Wild
Shape
Level

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

Spell Save DC		Spells per day	=	Base Spells	+	Bonus Spells
	0					WIS WIS - 4 WIS - 8 WIS - 12
	1					<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	2					<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	3					<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	4					<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	5					<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	6					<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	7					<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	8					<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	9					<input type="checkbox"/> <input type="checkbox"/>

Spell Save DC = 10 + WIS + Spell Level

Concentration

7

$$= \text{WIS} +$$
Caster
Level

☒ ANIMAL COMPANION ☐ DOMAIN

Animal Companion's Name

Animal Companion's Name

Creature Type

WILD EMPATHY		
BONUS	Druid Level	Misc

Druid Level

Misc

$$= \text{CHA} +$$

+

+

MOUNTAIN BONUS

Druid Level

= ÷ 2

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

Times per day	Times Today
<div></div>	<div> <div></div><div></div><div></div><div></div> <div></div><div></div><div></div><div></div> <div></div><div></div><div></div><div></div> </div>

Times per day

Times Today

Current Shape

[illegible]