

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>

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

Concentration = **WIS** + Caster Level

NATURE BOND

[illegible]

WILD EMPATHY

WILD EMPATHY	Druid Level	Misc
BONUS		

WILD EMPATHY	Druid Level	Misc
BONUS		

$$\boxed{\text{CHA}} = \text{CHA} + \quad +$$

MOUNTAINEER

MOUNTAIN

BONUS Druid Level

$$\boxed{} = \div 2$$

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

WILD SHAPE

Times per day	Times Today
1	1
2	2
3	3
4	4
5	5
6	6
7	7
8	8
9	9
10	10
11	11
12	12
13	13
14	14
15	15
16	16
17	17
18	18
19	19
20	20
21	21
22	22
23	23
24	24




PREPARED SPELLS		
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□ □ □	3	□ □ □
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□ □ □	6	□ □ □
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□ □ □	7	□ □ □
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□ □ □	8	□ □ □
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□ □ □	9	□ □ □
□ □ □		□ □ □
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SCROLLS

POTIONS

[illegible]