

Druid
Level

Wild
Shape
Level

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Level

- 2

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DRUID	
Druid Level 1	<input type="checkbox"/> Nature Sense +2 to Knowledge (nature) and Survival <input type="checkbox"/> 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 <input type="checkbox"/> 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

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					

Concentration = **WIS** + Caster Level

NATURE BOND

Animal Companion's Name

Creature Type

WILD EMPATHY

Misc

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

MOUNTAINEER

Druid Level

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

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

WILD SHAPE

Times Today

Current Shape

PREPARED SPELLS

O

1

2

3

4

5

6

7

8

9

SCROLLS

POTIONS