

Druid  
Level

Wild  
Shape  
Level

Druid  
Level

- 2

Wild  
Shape  
Level

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

## SPELLS

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

Concentration  = **WIS** + Caster Level

## NATURE BOND

Animal Companion's Name

### Creature Type

## WILD EMPATHY

Misc

$$\boxed{\phantom{0000}} = \text{CHA} + \phantom{0000} + \phantom{0000}$$

## MOUNTAINEER

Druid Level

$$\boxed{\phantom{000}} = \phantom{000} \div 2$$

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