

Druid
Level

Wild
Shape
Level

Druid
Level

- 2 =

Wild
Shape
Level

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 WIS - 4 WIS - 8 WIS - 12
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	8			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	9			<input type="checkbox"/> <input type="checkbox"/>

Spell Save DC = 10 + WIS + Spell Level

Spell Save DC = 10 + WIS + Spell Level

Concentration

= WIS +

Caster
Level

NATURE BOND

☐ ANIMAL COMPANION ☒ DOMAIN

Granted Power

Granted Power

[illegible]

WILD EMPATHY

WILD EMPATHY	Druid Level	Misc
BONUS		

WILD EMPATHY BONUS

Druid Level

Misc

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

MOUNTAINEER

MOUNTAIN BONUS

MOUNTAIN
BONNIS

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
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Times per day

Times Today

PREPARED SPELLS		
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