

MOUNTAIN DRUID

Druid Level

Wild Shape Level

Druid Level

- 2 =

DRUID

Druid Level

1

☐

Nature Sense

+2 to Knowledge (nature) and Survival

Wild Empathy

Improve the attitude of an animal

2

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Mountaineer

Bonus in mountain terrain, cannot be tracked

3

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Surefooted

No speed penalty on slopes, rubble or scree

4

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Spire Walker

Endure cold, immune to altitude sickness, keep dexterity bonus when climbing

Wild Shape

Become any small or medium animal or giant

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Mountain Stance

Immune to petrification, +4 to saves and CMD against attempts to move

13

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Mountain Stone

Become a weathered stony outcrop

15

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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				

Spell Save DC = 10 + WIS + Spell Level

Concentration

=

WIS

+

Caster Level

NATURE BOND

☒ ANIMAL COMPANION

☐ DOMAIN

Animal Companion's Name

Creature Type

WILD EMPATHY

WILD EMPATHY BONUS

=

CHA

+

Druid Level

+

Misc

MOUNTAINEER

MOUNTAIN BONUS

=

Druid Level

÷ 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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Current Shape

PREPARED SPELLS

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SCROLLS

POTIONS