

ARCTIC 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

☐

Arctic Native
Bonus in icy terrain

3

☐

Icewalking
No movement penalty in icy terrain

4

☐

Arctic Endurance
Endure cold, immune to dazzling

6

☐

Wild Shape
Become any small or medium animal

9

☐

Snowcaster
See normally in icy conditions;
cast fire spells as cold spells.

13

☐

Flurry form
Become a swirling column of snow

15

☐

Timeless Body
No longer age, cannot be magically aged

SPELLS

Spell Save DC

Spells per day

=

Base Spells

+

Bonus Spells

0

1

2

3

4

5

6

7

8

9

WIS - 4

WIS - 8

WIS - 12

WIS - 4

WIS - 8

WIS - 12

WIS - 4

WIS - 8

WIS - 12

WIS - 4

WIS - 8

WIS - 12

WIS - 4

WIS - 8

WIS - 12

WIS - 4

WIS - 8

WIS - 12

WIS - 4

WIS - 8

WIS - 12

WIS - 4

WIS - 8

WIS - 12

WIS - 4

WIS - 8

WIS - 12

WIS - 4

WIS - 8

WIS - 12

Spell Save DC = 10 + WIS + Spell Level

Concentration

= WIS +

Caster Level

NATURE BOND

☐ ANIMAL COMPANION ☒ DOMAIN

Granted Power

Granted Power

Level

DC

Uses per day

Level

DC

Uses per day

WILD EMPATHY

WILD EMPATHY BONUS

Druid Level

Misc

= CHA +

+

ARCTIC NATIVE

ARCTIC BONUS

Druid Level

= ÷ 2

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

WILD SHAPE

Times per day

Times Today

PREPARED SPELLS

0

1

2

3

4

5

6

7

8

9

SCROLLS

POTIONS