

MOUNTAIN DRUID

Druid Level

Wild Shape Level

Druid Level

- 2 =

Wild Shape Level

DRUID

Druid Level

1

☐

Nature Sense

+2 to Knowledge (nature) and Survival

Wild Empathy

Improve the attitude of an animal

2

☐

Mountaineer

Bonus in mountain terrain, cannot be tracked

3

☐

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

9

☐

Mountain Stance

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

13

☐

Mountain Stone

Become a weathered stony outcrop

15

☐

Timeless Body

No longer age, cannot be magically aged

SPELLS

Spell Save DC

Spells per day

=

Base Spells

+

Bonus Spells

	0				WIS - 4
	1				<input type="checkbox"/> WIS - 8
	2				<input type="checkbox"/> WIS - 12
	3				<input type="checkbox"/>
	4				<input type="checkbox"/>
	5				<input type="checkbox"/>
	6				<input type="checkbox"/>
	7				<input type="checkbox"/>
	8				<input type="checkbox"/>
	9				<input type="checkbox"/>

Spell Save DC = 10 + WIS + Spell Level

Concentration

=

WIS

+

Caster Level

NATURE BOND

☐ ANIMAL COMPANION

☒ DOMAIN

Granted Power

Granted Power

	Level		Level
	DC		DC
	Uses per day		Uses per day

WILD EMPATHY

WILD EMPATHY BONUS

Druid Level

Misc

=

CHA

+

+

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

☐☐☐☐☐☐☐☐

PREPARED SPELLS

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1

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SCROLLS

POTIONS