MOUNTAIN DRUID

Druid Level ____ − 2 = Wild Shape Level ____

Druid 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	☐	**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 (WIS / WIS - 4 / WIS - 8 / WIS - 12)
	0			
	1			☐ ☐ ☐ ☐
	2			☐ ☐ ☐ ☐
	3			☐ ☐ ☐ ☐
	4			☐ ☐ ☐ ☐
	5			☐ ☐ ☐
	6			☐ ☐ ☐
	7			☐ ☐ ☐
	8			☐ ☐ ☐
	9			☐ ☐

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 ____ = 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 ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

PREPARED SPELLS

0		
1	☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐	☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐
2	☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐	☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐
3	☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐	☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐
4	☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐	☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐
5	☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐	☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐
6	☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐	☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐
7	☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐	☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐
8	☐☐☐ ☐☐☐ ☐☐☐	☐☐☐ ☐☐☐ ☐☐☐
9	☐☐☐ ☐☐☐ ☐☐☐	☐☐☐ ☐☐☐ ☐☐☐

SCROLLS

POTIONS