

Druid  
Level

Wild  
Shape  
Level

Druid  
Level

- 2 =

Wild  
Shape  
Level

<div> <div></div> <div>DRUID</div> <div></div> </div>		
<div>Druid Level</div> <div>1</div>	<input type="checkbox"/>	<div><b>Nature Sense</b></div> <div>+2 to Knowledge (nature) and Survival</div> <div><b>Wild Empathy</b></div> <div>Improve the attitude of an animal</div>
<div>2</div>	<input type="checkbox"/>	<div><b>Mountaineer</b></div> <div>Bonus in mountain terrain, cannot be tracked</div>
<div>3</div>	<input type="checkbox"/>	<div><b>Surefooted</b></div> <div>No speed penalty on slopes, rubble or scree</div>
<div>4</div>	<input type="checkbox"/>	<div><b>Spire Walker</b></div> <div>Endure cold, immune to altitude sickness, keep dexterity bonus when climbing</div> <div><b>Wild Shape</b></div> <div>Become any small or medium animal or giant</div>
<div>9</div>	<input type="checkbox"/>	<div><b>Mountain Stance</b></div> <div>Immune to petrification, +4 to saves and CMD against attempts to move</div>
<div>13</div>	<input type="checkbox"/>	<div><b>Mountain Stone</b></div> <div>Become a weathered stony outcrop</div>
<div>15</div>	<input type="checkbox"/>	<div><b>Timeless Body</b></div> <div>No longer age, cannot be magically aged</div>

SPELLS				
Spell Save DC		Spells per day	= Base Spells	+ Bonus Spells
	0			WIS WIS - 4 WIS - 8 WIS - 12
	1			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	2			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	3			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	4			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	5			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	6			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	7			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	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 BONUS

Druid Level

Misc

$$\boxed{\phantom{0000}} = \text{CHA} + \phantom{0000} + \phantom{0000}$$

## MOUNTAINEER

MOUNTAIN  
BONUS

Druid Level

$$= \quad \div 2$$

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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## PREPARED SPELLS

O

1

2

3

4

5

6

7

8

9

## SCROLLS

## POTIONS

[illegible][illegible]