



Character name

Player name

Level

XP

Race

Alignment

STRENGTH

○ — SAVING THROW  
○○ — ATHLETICS

DEXTERITY

○ — SAVING THROW  
○○ — ACROBATICS  
○○ — SLEIGHT OF HAND  
○○ — STEALTH

CONSTITUTION

○ — SAVING THROW

INTELLIGENCE

○ — SAVING THROW  
○○ — ARCANA  
○○ — HISTORY  
○○ — INVESTIGATION  
○○ — NATURE  
○○ — RELIGION

WISDOM

○ — SAVING THROW  
○○ — ANIMAL HANDLING  
○○ — INSIGHT  
○○ — MEDICINE  
○○ — PERCEPTION  
○○ — SURVIVAL

CHARISMA

○ — SAVING THROW  
○○ — DECEPTION  
○○ — INTIMIDATION  
○○ — PERFORMANCE  
○○ — PERSUASION

Proficiency Bonus

Passive Perception

Armor, Weapon &amp; Tool Proficiencies

Known Languages

Features &amp; Other

AC

CONDITIONS

INITIATIVE

Maximum

Temporary

SPEED

HIT POINTS

HIT DICE

You can spend one or more hit dice at the end of a short rest. Roll each die and add your CON modifier. You regain HP equal to the total. Regain hit dice up to half your max. hit dice (min. of 1) after a long rest.

Die size

Max. dice

Dice left

DEATH SAVING THROWS

If you start your turn with 0 HP, roll a d20. If the roll is 10 or higher, mark off 1 success, otherwise, mark off 1 failure. 3 success and you become stable, 3 failures and you die. Rolling a 1 counts as 2 failures. If you roll a 20, you regain 1 HP and regain consciousness. If you take damage while at 0 HP, mark off 1 failure. If you suffer a critical hit, mark off 2 failures. If the damage exceeds your max. HP, you suffer instant death.

Successes

Failures

Weapon

Range

To hit

Damage

Weapon

Range

To hit

Damage

Weapon

Range

To hit

Damage

Ammunition

Count

Ammunition

Count

Number of attacks per attack action

Currently Equipped

Item

Count

Item

Count

Item

Count

SPELLCASTING @ Level 1

Regain all expended spell slots after a long rest.

Spell attack

Spell DC

Cantrips known

Prepared spells

WILD SHAPE @ LVL 2, 4 and 8

As an action, you can turn into animal you have seen. Your druid level determines what you can transform into (see table below). You automatically revert back to your normal form if you fall unconscious, drop to 0 HP or die. While transformed:

Your stats are replaced with the stats of the beast. You retain your personality, INT, WIS and CHA scores, and skill and saving throw proficiencies, in addition to gaining those of the creature. If the beast has the same proficiency as you, use the highest. You cannot use the beast's lair / legendary actions.

You assume the beast's HP and hit dice. When you revert back, you revert back to your own HP before transforming. When reverting back because of dropping to 0 HP, any excess damage is transferred to you.

You can't cast spells. Speaking or any action that requires hands is limited to the capabilities of your beast's form. Transforming does not break concentration on spells you have already cast, nor does it prevent you from taking an action that's part of a spell you have already cast.

You retain your class, race and other features and you can use them if your beast form is capable of doing so. However, you can't use any of your special senses, e.g. darkvision, unless beast form also has this.

You can choose whether your equipment falls to the ground or merges with you. Equipment that merges with the form has no effect until you leave the form.

Druid level	Max. CR	Limitations	Example
2nd	1/4	No fly / swim speed	Wolf
4th	1/2	No fly speed	Crocodile
8th	1	None	Giant Eagle

Number of times used

NATURAL RECOVERY @ Level 2

During a short rest, you recover spell slots equal to a combined level that is equal to, or less than half your druid level (rounded up), and not above level 6. Regain after long rest.

Number of times used

CIRCLE SPELLS @ Level 3, 5, 7, and 9

You gain access to certain spells based on the land where you became a druid. See PHB pg. 68.

Chosen land

LAND'S STRIDE @ Level 6

Moving through nonmagical difficult terrain costs you no extra movement and you do not take damage from passing through plants with thorns, spines, or similar. You also get adv. on saves against plants that are magically created or manipulated to impede movement.

NATURE'S WARD @ Level 10

You can't be charmed or frightened by elementals or fey, and you are immune to poison and disease.

NATURE'S SANCTUARY @ Level 14

When a beast or a plant creature attacks you, it must make a WIS save against your spell DC or choose a different target, or the attack automatically misses. On a save, the target is immune for 24 hours. Creatures are aware of this effect before making attacks against you.

TIMELESS BODY @ Level 18

You age only 1 year for every 10 years that pass.

BEAST SPELLS @ Level 18

You can cast spells that use S and V components while using Wild Shape.

ARCHDRUID @ Level 20

You can use Wild Shape an unlimited number of times. Additionally you ignore all V and S components of druid spells, and M component if there's no associated cost and it's not consumed. This also applies to Wild Shape.

Notes

DRUID - CIRCLE OF THE LAND