

# DRUID

DRUID CIRCLE

RACE BACKGROUND  
ALIGNMENT EXPERIENCE POINTS

CHARACTER NAME

PROFICIENCY PASSIVE PERCEPTION  
INSPIRATION PASSIVE INSIGHT

**STRENGTH**

◆ \_\_\_ SAVING THROWS  
○○ \_\_\_ ATHLETICS

**DEXTERITY**

◆ \_\_\_ SAVING THROWS  
○○ \_\_\_ ACROBATICS  
○○ \_\_\_ SLEIGHT OF HAND  
○○ \_\_\_ STEALTH

**CONSTITUTION**

◆ \_\_\_ SAVING THROWS

**INTELLIGENCE**

◆ \_\_\_ SAVING THROWS  
○○ \_\_\_ ARCANA  
○○ \_\_\_ HISTORY  
○○ \_\_\_ INVESTIGATION  
○○ \_\_\_ NATURE  
○○ \_\_\_ RELIGION

**WISDOM**

◆ \_\_\_ SAVING THROWS  
○○ \_\_\_ ANIMAL HANDLING  
○○ \_\_\_ INSIGHT  
○○ \_\_\_ MEDICINE  
○○ \_\_\_ PERCEPTION  
○○ \_\_\_ SURVIVAL

**CHARISMA**

◆ \_\_\_ SAVING THROWS  
○○ \_\_\_ DECEPTION  
○○ \_\_\_ INTIMIDATION  
○○ \_\_\_ PERFORMANCE  
○○ \_\_\_ PERSUASION

AC INITIATIVE SPEED

Hit Point Maximum Temporary Hit Points

HIT DICE DEATH SAVES

Used Total SUCCESSES FAILURES

d8

NAME	ATK BONUS	DAMAGE/TYPE

SPELL ATTACK BONUS SPELL SAVE DC WILD SHAPE

Used Total Max CR

BEAST SHAPES KNOWN


FAVOURITE SPELLS

NAME	RANGE	CASTING TIME	SAVE

SPELLS SLOTS

1st	2nd	3rd	4th	5th	6th	7th	8th	9th
○	○	○	○	○	○	○	○	○
○	○	○	○	○	○	○	○	○
○	○	○	○	○	○	○	○	○
○	○	○	○	○	○	○	○	○

Cantrips Known

RACIAL TRAITS


PROFICIENCIES LANGUAGES

LIGHT ARMOUR SIMPLE WEAPONS  
MEDIUM ARMOUR MARTIAL WEAPONS  
HEAVY ARMOUR SHIELDS

TOOLS & OTHER PROFICIENCIES

WILD SHAPE LEVEL 2

You can use your action to magically assume the shape of a beast that you have seen before. You can use this feature twice. You regain expended uses when you finish a short or long rest.

You can stay in a beast shape for a number of hours equal to half your druid level (rounded down). You then revert to your normal form unless you expend another use of this feature. You can revert to your normal form earlier by using a bonus action on your turn. You automatically revert if you fall unconscious, drop to 0 hit points, or die.

Level	Max. CR	Limitations	Example
2nd	1/4	No flying or swimming speed	Wolf
4th	1/2	No flying speed	Crocodile
8th	1	—	Giant Eagle

DRUID CIRCLE FEATURE LEVEL 2

DRUID CIRCLE FEATURE LEVEL 6

DRUID CIRCLE FEATURE LEVEL 10

DRUID CIRCLE FEATURE LEVEL 14

TIMELESS BODY LEVEL 18

For every 10 years that pass, your body ages only 1 year.

BEAST SPELLS LEVEL 18

You can cast many of your druid spells when in Wild Shape. You can perform the somatic and verbal components while in a beast shape, but you aren't able to provide material components.

ARCHDRUID LEVEL 20

You can use your Wild Shape an unlimited number of times.

CANTRIPS & SPELLS PREPARED

Level (R)	Cantrips	Spells
1st	○	○
2nd	○	○
3rd	○	○
4th	○	○
5th	○	○
6th	○	○
7th	○	○
8th	○	○
9th	○	○
10th	○	○
11th	○	○
12th	○	○
13th	○	○
14th	○	○
15th	○	○
16th	○	○
17th	○	○
18th	○	○
19th	○	○
20th	○	○