



Character name	Level	XP	
Player name	Race	Alignment	
Saving Throw Proficiencies			
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 & Tool Proficiencies			
Known Languages			
Features & Other			
Currency	Amount		
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			