



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	

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.			
Dice 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 successes 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			

SPELLCASTING @ Level 1	
Regain all expended spell slots after a <b>long rest</b> .	
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

**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

Armor, Weapon & Tool Proficiencies	
Known Languages	
Features & Other	

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

Currency	Amount
Currency	Amount