

CLASS & LEVEL

PLAYER NAME

RACE

ALIGNMENT

EXPERIENCE POINTS

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 WISDOM (PERCEPTION)

BOONS

AC

CONDITIONS

INITIATIVE

MAX. TEMP.

HIT DICE

SPEED

HIT POINTS

DEATH

ATTACKS PER ACTION

WEAPON

RANGE

TO HIT

DAMAGE

TYPE

AMMUNITION

COUNT

EQUIPMENT

KEY ITEMS

COUNT

CURRENCY TYPE

AMOUNT

SPELLCASTING

Spell Attack Modifier

Spell Save DC

Cantrips Known

Prepared Spells (WIS + LVL)

WILD SHAPE - LVL 2 / 4 / 8

Action to turn into animal you have seen. Regain after short or long rest.

Druid LVL

Max. CR

Limitations

Example

2nd

1/4

No fly or swim speed

Wolf

4th

1/2

No fly speed

Crocodile

8th

1

Giant Eagle

DRUIDIC CIRCLE

LVL 2 Ability

LVL 6 Ability

LVL 10 Ability

LVL 14 Ability

TIMELESS BODY - LVL 18

Age 1 year for every 10 years that pass.

BEAST SPELLS - LVL 18

Cast spells that use S and V components while using Wild Shape.

ARCHDRUID - LVL 20

Can use Wild Shape 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. Also applies to Wild Shape.

DRUID