Level 1

Spellcasting
- You know 3 Tier 0 Spells that you can cast at will (see Druid Spell Book).
- You can cast 2 Tier 1 Spells per day.

Level 2

Spellcasting Upgrade
- You can cast 3 Tier 1 Spells per day.

Wildshape (twice per day)
- You can magically assume the shape of an animal for up to 1 hour. Choose from: boar, cat, dog, frog, horse, mule, panther, rat, or wolf.
- While in animal form, you can't speak or cast spells, but you gain special abilities related to your chosen animal (consult with the GM).

Level 3

Spellcasting Upgrade
- You can cast 4 Tier 1 Spells per day.
- You can cast 2 Tier 2 Spells per day.

Wildshape Upgrade
- You can now also transform into: bat, bear, crocodile, hawk, owl, or raven.

Level 4

Spellcasting Upgrade
- You learn one additional Tier 0 Spell (total of 4).
- You can cast 3 Tier 2 Spells per day.

Ability Score Upgrade
- Increase one ability score by 2, or increase two ability scores by 1 each, up to a maximum of 18. Check to see if the ability modifier(s) also change.

Level 5

Spellcasting Upgrade: Polymorph (once per day)
- You transform a creature that you can see within 60 feet of you into an animal, just like your Wildshape ability. An unwilling creature succeed on a WIS save to avoid the effect.

Proficiency Upgrade
- Your attack modifiers all increase by +1.
- Every skill or saving throw that has a filled in circle increases by +1.
- Your special spellcasting numbers on the front cover of the Druid Spell Book both increase by +1.

DRUID

■ HERO INFO SHEET ■

What is your name, hero?

....

What is the first thing people notice about you?

Level

* You gain new skills and abilities over time, as shown on the back cover of this booklet.
In addition, your HP maximum increases by 5 + your CON modifier every time you level up.