

Custom Character Sheet

Character Name

Class & Level

Race

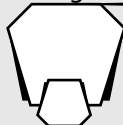
Player Name

Experience Points

Alignment

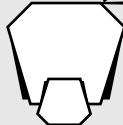
Background

Strength



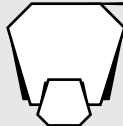
— Saving Throw
— Athletics

Dexterity



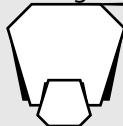
— Saving Throw
— Acrobatics
— Sleight of Hand
— Stealth

Constitution



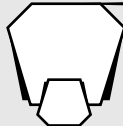
— Saving Throw

Intelligence



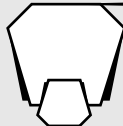
— Saving Throw
— Arcana
— History
— Investigation
— Nature
— Religion

Wisdom



— Saving Throw
— Animal Handling
— Insight
— Medicine
— Perception
— Survival

Charisma



— Saving Throw
— Deception
— Intimidation
— Performance
— Persuasion

Proficiencies

- ☐ Light Armor ☐ Simple Weapons
☐ Medium Armor ☐ Martial Weapons
☐ Heavy Armor ☐ Shields
☐ Other _____

Tools

Languages

- ☐ Common ☐ Dwarvish ☐ Elvish ☐ Giant
☐ Gnomish ☐ Halfling ☐ Orcish ☐ Abyssal
☐ Celestial ☐ Draconic ☐ Deep Speech ☐ Sylvan
☐ Infernal ☐ Primordial ☐ Thieves' Cant ☐ Druidic
☐ Undercommon ☐ Other _____

Feats, Racial Traits, Background Feature

Inspiration



Proficiency Bonus



Initiative



Speed



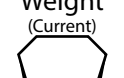
Passive Perception



Passive Stealth



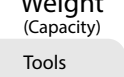
Weight



Weight



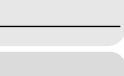
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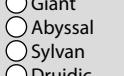
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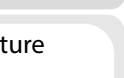
Weight



Weight



Weight



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| Armor Class | Shield Equipped | Stealth Disadvantage |
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| DEX Added | STR Required | Armor Value |
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| Current Health | Maximum Health | Temporary |
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| Conditions | | Vision |
| | | Dark Vision |
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| Weapon | To Hit Bonus | Damage |
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| Weapon Traits | Range | |
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| Count | Ammunition | Total Attacks |
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| Consumables | Count |
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Attuned Items

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| CP | SP | EP | GP | PP |
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| Wild Shape | Remaining |
| Druid Level | Limitations |
| 2nd | No flying or swimming speeds |
| 4th | No flying speed |
| 8th | — |
| | Max CR |
| | 1/4 |
| | 1/2 |
| | 1 |

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|---------------|-----------------|
| Circle Spells | Spells Obtained |
| Druid Level | |
| 3rd | |
| 5th | |
| 7th | |
| 9th | |

Level 1 - Druidic

You understand Druidic. Others require a DC 15 perception check to even spot it, but cannot decipher it without magic.

Level 2 - Wild Shape

You can turn into a beast that you have seen for a number of hours equal to half of your Druid Level, rounded down. You can do this twice per rest.

The following rules apply while transformed:

- You retain alignment, personality, Intelligence, Wisdom, and Charisma scores. Every other game statistic is replaced by the beast.

- You cannot cast spells, Though you can retain concentration on ones you have cast already.

- You assume the beast's HP and hit dice. If you revert to normal due to damage, you take any remaining damage from your beast form.

- You choose if your equipment drops to the ground or merges with you.

- You retain benefits from your race, class, or other source if your new form is able to cast them. You do not benefit from your special senses, only what the beast has.

Level 2 - Bonus Cantrip

Gain one additional Druid Cantrip of your choice.

Level 2 - Natural Recovery

Once per long rest, you can recover spell slots during a short rest. The spell slots can have a maximum number of combined levels equal to half of your druid level, rounded up. None of these slots can be of 6th level or higher.

Level 3 - Circle Spells

These spells are considered Druid spells for you, and are always considered prepared.

Level 6 - Land's Stride

Nonmagical difficult terrain costs you no extra movement. Nonmagical plants that you pass through do not cause you damage. You have advantage on saving throws against all plants that impede movement.

Level 10 - Nature's Ward

You cannot be charmed or frightened by elementals or fey, and you are immune to disease and poison.

Level 14 - Nature's Sanctuary

When a beast or plant attacks you, it must make a Wisdom saving throw or it must choose a different target, or not attack at all. The creature is aware of this before it makes its attack against you.

Level 18 - Timeless Body

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

Level 18 - Beast Spells

You can cast spells while in your beast form, you can provide verbal and somatic, but not material.

Level 20 - Archdruid

You can use your Wild Shape an unlimited amount.

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|-----------|------------|------------|
| Age | Height | Weight |
| Eye Color | Skin Color | Hair Color |

Notes

Spell Attack Modifier Proficiency + Wisdom

Spell Save DC Proficiency + Wisdom + 8

Prepared Spells Wisdom + Druid Level

Ritual Casting ☐

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

Cantrips

| Spell | Page |
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First Level

| Spell | Page |
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Second Level

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Third Level

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Fourth Level

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Fifth Level

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Sixth Level

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Seventh Level

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Eighth Level

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Ninth Level

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