CHARACTER NAME

BACKGROUND: Human | CLASS: Druid | SPECIES: | SUBCLASS: Circle of the Land

LEVEL | XP

ARMOR CLASS: 15 (SHIELD)

HIT POINTS: CURRENT | TEMP | MAX

HIT DICE: SPENT | d8 (x Level) MAX

DEATH SAVES: SUCCESSES | FAILURES

HP = 9 x Level + 3

DUNGEONS & DRAGONS

PROFICIENCY BONUS +2 (+3 at Level 5)

STRENGTH +0 (MODIFIER) 10 (SCORE)
- ○ Saving Throw
- ○ Athletics

DEXTERITY +2 (MODIFIER) 14 (SCORE)
- ○ Saving Throw
- ○ Acrobatics
- ○ Sleight of Hand
- ○ Stealth

CONSTITUTION +2 (MODIFIER) 14 (SCORE)
- ○ Saving Throw

HEROIC INSPIRATION

INTELLIGENCE +1 (MODIFIER) 12 (SCORE)
- ⊗ Saving Throw
- ⊗ Arcana +WIS
- ○ History
- ○ Investigation
- ⊗ Nature +WIS
- ○ Religion

WISDOM +4 (18) at Level 4 — +3 (MODIFIER) 17 (SCORE)
- ⊗ Saving Throw
- ⊗ Animal Handling
- ○ Insight
- ○ Medicine
- ⊗ Perception
- ⊗ Survival

CHARISMA -1 (MODIFIER) 8 (SCORE)
- ○ Saving Throw
- ○ Deception
- ○ Intimidation
- ○ Performance
- ○ Persuasion

INITIATIVE +2

SPEED 30

SIZE Medium

PASSIVE PERCEPTION 15 ([Level 4] 16, [Level 5] 17)

WEAPONS & DAMAGE CANTRIPS

Name	Atk Bonus / DC	Damage & Type	Notes
Quarterstaff	+4 ([Level 5] +5)	1d6+2 Bludgeoning	
Starry Wisp	+5 ([Level 4] +6, [Level 5] +7)	1d8 Radiant ([Level 5] 2d8)	60 ft., target glows, can't be Invisible

CLASS FEATURES PHB pg. 80

[Level 1] Druidic. Leave hidden messages in Druidic language.
[Level 2] Wild Shape (Bonus Action, 2/Long Rest). Transform for 1 hour [Level 4 = 2 hours] and replace stats with stats of Rat, Riding Horse, Spider or Wolf, retain HP, INT/WIS/CHA scores, class features, feats, skills, saving throws, also gain Temp. HP = Level; no Spellcasting; Regain 1 Use after a Short Rest.
[Level 4] Additional Wild Shape forms: Black Bear, Crocodile

[Level 2] Wild Companion. Expend a Spell Slot or Wild Shape to cast *Find Familiar.*
[Level 3] Land's Aid (Action). Expend 1 Wild Shape: 60 ft. range, 10-ft. Sphere, creatures of choice make Spell Save DC CON save or take 2d6 necrotic; one creature in area regains 2d6 HP.
[Level 5] Wild Resurgence. Expend 1 Spell Slot to regain 1 Wild Shape; expend 1 Wild Shape to regain 1st-level Spell Slot

EQUIPMENT TRAINING & PROFICIENCIES

ARMOR TRAINING: Light | Medium | Heavy | Shields

WEAPONS

simple weapons

TOOLS

Herbalism Kit

SPECIES TRAITS PHB, pg. 194

[Level 1] Human traits
Resourceful. Gain Heroic Inspiration after Long Rest.

Tough (feat). Gain +2 max. HP per Level

FEATS

[Level 1] Lucky.
2 Luck Points [Level 5 = 3] per Long Rest; Spend 1 Point to gain Advantage on d20 Test, or to impose Disadvantage on Attack Roll against you.
[Level 4] War Caster.
Advantage on CON saves for Concentration; Cast a spell (1 target, 1 Action) as an Opportunity Attack.

Wisdom
SPELLCASTING ABILITY

+3 **SPELLCASTING MODIFIER** [Level 4] +4

13 **SPELL SAVE DC** [Level 4] 14 [Level 5] 15

+5 **SPELL ATTACK BONUS** [Level 4] +6 [Level 5] +7



SPELL SLOTS

	Total	Expended
Level 1		
Level 2		
Level 3		

[Level 1] 2x 1st-Level Slots
[Level 2] 3x 1st-Level Slots
[Level 3] 4x 1st-Level + 2x 2nd-Level Slots
[Level 4] 4x 1st-Level + 3x 2nd-Level Slots
[Level 5] 4x 1st-Level + 3x 2nd-Level + 2x 3rd-Level Slots

CANTRIPS & PREPARED SPELLS

Level	Name	Casting Time	Range	Concentration, Ritual & Required Material	Notes
0	Guidance			C R M	
0	Druidcraft			C R M	
0	Starry Wisp			C R M	
0	[Level 3] Shocking Grasp			C R M	Circle of the Land (Temperate)
0	[Level 4] Message			C R M	
1	Animal Friendship			C R M	
1	Cure Wounds			C R M	
1	Faerie Fire			R M	
1	Speak With Animals			R M	
1	Thunderwave			R M	
1	[Level 2] Entangle			C R M	
1	[Level 3] Sleep			C R M	Circle of the Land (Temperate)
2	[Level 3] Moonbeam			C R M	
2	[Level 3] Misty Step			C R M	Circle of the Land (Temperate)
2	[Level 4] Spike Growth			C R M	
3	[Level 5] Lightning Bolt			C R M	Circle of the Land (Temperate)
3	[Level 5] Conjure Animals			C R M	

APPEARANCE

BACKSTORY & PERSONALITY

Alignment

LANGUAGES

Common, Elvish, Orc

EQUIPMENT

Leather Armor, Shield, Sickle, Druidic Focus (Quarterstaff), Explorer's Pack, Herbalism kit.

1 potion of healing

Magic Item Attunement

COINS

CP	SP	EP	GP	PP
			9	

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