Player Character	NS & DRAG			ACTER NAME	······································
Player:			Race		lass Druid
Campaign:	Character Creatio	n Date:	Alignment	SizeDeity	
Current XP:	Next Level Goal:			Base Speed	Adjusted Initiative Speed Modifier
Ability Score	Ability Saving Modifier Throws	ARMOR CLASS	HIT POINT maximum	Current Hit Point	
STR					
DEX			HIT DICE total	Available Hit Dice	Death Saves
CON		$\setminus$	d		Pass 🗆 🗆
INT		$\sim$		Add CON modifer to eac	ch HD. Fail
wis		Adv:			Level Effect
СНА		Disad:		<u>^</u> &	1 DA on ability check
Wis	Passive Perce	ntion	A B		A HP maximum halve
and the state		•		the state	5 Speed reduced to 0
WEAPON Description	REAC	H or RANGE DAMAGE		NSPIRATION PROF	
		ATTACK BONUS	SKILLS:	<u></u>	SAVES:
		DAMAGE	Dex	Acrobatics 🖂	
			Wis	Animal Hndlg	
			Int Str _	Arcana ×21/2 Athletics ×21/2	TOOLS:
	REAC	H or RANGE DAMAGE	Cha	Deception ×21	2
Description	MAGIC MISC.	ATTACK BONUS		History ×21/2	WEAPONS:
		DAMAGE	Wis Cha	Insight ⊠½ Intimidation [	
	++=			Investigation	
			Wis	Medicine 🗵 ½	
	REAC	H or RANGE		Nature 🗵 ½	ARMOR:
Description		ATTACK BONUS	Wis Cha	Perception 🗵 Performance	
		DAMAGE	Cha	Persuasion ×2	
				Religion ×211/2	
			Dex Dex	Sleight of Har Stealth ×21½	nd ×2 1/2
WEAPON	REAC	H or RANGE DAMAGE	Wis	Survival ×2 ½	
Description	MAGIC MISC.				
+			]		
DAMAGE DICE	□↓ ↓ Misc.   +   +   =	DAMAGE	1		
			· <b></b>		
	REAC	H or RANGE DAMAGE			
Description	MAGIC MISC.				
			]		
DAMAGE DICE	□↓ ↓ Misc. □↓ ↓	DAMAGE	1		
	<u> </u>	<u> </u>	]		

		ASS (AC) Cale MAGIC 10 + +			CHARACTER NAMI			#
				Age		Gender		
Weight	DEX A			Height		Weight	5	
				Eyes		Hair	5	
				Skin		Handedness	5	
Weight Os	SHIELD (add to AC)		MISC. +AC	Physical Des	cription		<b>-</b>	
Protective 1	L		AC Weight					
			Bonus					
							CHARA	CTER SKETCH
Other Equi	nment			Languages				
ITEM	WT.	ITEM	WT.					
				Race				
	X =		X =	Ability A Traits	dj.			
	X =		X =	110103				
	X =		X =	Proficien	cies			
	X =		X =	Racial La	naic			
	X =		X =	Backg	100			
$\overline{n}$	X =	Pros	X =					
	X	AN MAROUNA	X =					
	X =		X =	Proficien	CIES			
	X =	and the second	X =	Equipme	nt			
actor			X =					
AV4. AVA	X =		X =	Bkgnd La Person	1.2			
Provide State	X =	ALL DE LE CONTRACTOR	X =	Ferso	lancy			
	X =		X =	l				
	X =		X =	Ideals				
	X =		X =	-				
A Williams	X =	Coin Purse		Bonds				
		PUSH, DRAG,	TOTAL WEIGHT					
Lifestyle		or LIFT	CARRIED	Flaws				
Treasure CI	PSP	EPGP	yPP	T. TO AA 2	1			
				Featur	e			
				Magi	c Item:			Attune
Magic Item:			Attur	ed Magi	c Item:			Attune

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	DRUID Level:		CHARACTE	ER NAME	#
متحدم رد ا	Wild Shape	25 miles	S	Spell Save DC	Spell Attack
		Have a Flying Speed Used	Reset Short or		Modifier
	1/2 LVL Not Auto-Filled Can F   LEGEND: WIS = Wisdom Modifier, P.B. = Pro		_ong Rest	P.B. WIS MISC.	P.B. WIS MISC.
<b>\</b>	Cantrips Known Prepared	1st  2nd	Spel: 3rd	I Slots and Castings	   7th    8th    9th
V					
		PELLS 23	MA	1× 14%	Circle:
لي الم	Par VEL		2.3		
Regain If you h	spell slots after a long rest. See page ave druid circle spells, your druid circ imber of prepared spells.	208 in the Player's Handbo le spells are always prepar	ook for the	ne Druid's Spell List. Ion't count against	
		Druid Cir	cle Si	pells	
3rd LVL	LVL Spell	Page		Spell	Page
5th LVL					
7th LVL					
9th LVL					
		Known	Cantr	rips	I
Cant	rip	Page	Cant		Pag
		Druid's S	_		-
repared LVL	Spell	Page Prepa		Spell	Pa
			$\downarrow$		
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