er Character Re	ecord			ARACTER NAME		Did
Player:			Race		Class	Druid
Campaign:	Character Creation	Date:	Alignment	Size	Deity	Level
Current XP:	Next Level Goal:			Base Speed	A:	djusted Initiative Modifier
Ability Score	Ability Saving Modifier Throws	ARMOR CLASS	HIT POINT maximum	Current I	lit Points	Temporary Hit Points
STR		~				
DEX		\)	HIT DICE			
CON		\ /	total	Available	Hit Dice	Death Saves Pass Death Saves
INT		\vee	d	Add CON mod	ifer to each HD.	Fail
		\dv:				Exhaustion
wis)isad:				- Level Effect □1 DA on ability checks
CHA		,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,	P	60	XX	☐ ☐ 2 Speed halved ☐ 3 DA on attacks and save
Wis	Passive Percep	tion	Ž , Ž			☐4 HP maximum halved ☐5 Speed reduced to 0
WEAPON	REACH	or RANGE DAMAGE	INITIATIVE	INSPIRATION	PROFICIEN	CY Death
Description		TYPE		PROF	ICIENCI	<u>es</u>
PROFICIENCY +	MAGIC MISC.	ATTACK BONUS	skills	:		SAVES:
DAMAGE DICE	□↓	DAMAGE	Dex	Acrobat		
	+ + =		Wis		Hndlg ×21½	TOOLS:
аммо □□	<u> </u>	<u></u>		Arcana [Athletic		10013;
WEAPON	REACH	or RANGE DAMAGE	E Cha□	— Decepti		
Description	MAGIC MISC.	ATTACK BONUS	Int 🗆	 History[WEAPONS:
+[++=[Wis	Insight [
DAMAGE DICE		DAMAGE	Cha □		ntion ×2½	
AMMO 🗆 🗆			∐ Int □ □ Wis □	Investig Medicin	ation ×21/2	
WEAPON		or RANGE DAMAGE	-	Nature		ARMOR:
Description		TYPE	Wis	Percept		ARMOR:
PROFICIENCY	MAGIC MISC.	ATTACK BONUS	Cha□		nance ×2 1/2	
DAMAGE DICE		DAMAGE	☐ Cha☐	Persuas		OTHER:
	++=		Int Dex	Religion	of Hand <u>×2</u> 1½	7
аммо 🔲	<u> </u>		Dex 🗆	Stealth		2
WEAPON	REACH	or RANGE DAMAGE		Survival		
Description	MAGIC MISC.	ATTACK BONUS		 ,		
+[++_=[- Control of the Cont][
DAMAGE DICE	$\exists \downarrow$ \downarrow MISC. $=$	DAMAGE	1			
AMMO 🗆			╝ ■			
WEAPON		or RANGE DAMAGE	_			
Description						
PROFICIENCY	MAGIC MISC.	ATTACK BONUS	√			
DAMAGE DICE	□	DAMAGE	<u> </u>			
	++=		<u> </u>			
						

RMOR ARMOR CLASS (AC) Calculations DEX MAGIC MISC. AC ARMOR 10 + 10 + + = = = = = = = = = = = = = = = = =			CHARACTER NA	#		
	GHT DEX	ARMOR MAGIC MIS	SC. AC	Age	Gender	
Weight -	DEX A	ARMOR MAGIC MIS	SC. AC	Height	Weight	
HIELD OAF	EDIUM H	++		Eyes	Hair	
	EAVY ARMOR	ARMOR MAGIC MIS	SC. AC	Skin	Handedness	
Weight □ ○si	HELD (add to AC)	SHIELD MAGIC MIS	SC. +AC	Physical Description		
rotective l	items		AC Weight			
						CHARACTER SKETCH
ther Equip	pment	Proficiencies Racial Lang's Background Race Ability Adj. Traits Proficiencies Racial Lang's Background Proficiencies Racial Lang's Background Responses/Day Push, Drag, or Ultt CARRIED Flaws				
ITEM	WT.	ITEM	WT.	Race	7	
	V -		V -	4		
	X =		P		7	
	X =		X =			
	X =		X =	Proficiencies		
	X =		X =	Dociol Low-t-		
60	X =		X =		a	
	X =	APP.	X =	Dackgi ouii		
1113	X =	The Contract of the Contract o	X =			
	X =	TO SOME TAKE	X =	Proficiencies		
1	X- =		X =			
		200		Equipment		
15				Rhand Lang's		
11/1/2	X =		X =		7	
	X =		X =	i ci gonane,		
	X =		X =			
	X =		X =	Ideals		
	X =		X =			
	X =	Coin Purse		Ronds		
				Dollus		
	CARRYING ×2	PUSH, DRAG, TO or LIFT	OTAL WEIGHT CARRIED			
festyle				Flaws		
reasure	SP	EPGP	PP			
				Feature		
				r-cature_		
				Magic Item:		Attuned
agic Item:			Attun	ed Magic Item:		Attuned
agic item.						

Employ	kground or Not			#
3 4 4 4		CHARACTE	R NAME	

16	DRUID		-	#	
23	Level:	- Company of the comp	CHA	RACTER NAME	
	Wild Shape Duration Max CR Can Have a Fly Hr. 1/2 LVL Not Auto-Filled Can Have a Swi		Res Short		ck
4	LEGEND: WIS = Wisdom Modifier, P.B. = Proficiency Bo Cantrips Spells	onus, MISC. = Miscellan			
	Known Prepared Shows Street Street	2nd] 3r C	pell Slots and Castings	h [
لينج	SPEL	LS	X.	Circle:	
Regair If you I your n	spell slots after a long rest. See page 208 in t lave druid circle spells, your druid circle spells umber of prepared spells.	he Player's Hand are always prep	book ared a	for the Druid's Spell List. nd don't count against	
	LVL Spell	Druid Ci Page			Page
3rd LVL	Let open	- ruge] [от Среп	uge
5th LVL			i i		
th LVL			ij		
9th LVL			1 1		
		Known	Cai	ıtrips	
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ared <u>LVL</u>	Spell		_	LVL Spell	Pag
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