DRUID - Circle of the Moon

Druid Level: ☐

CHARACTER NAME

Wild Shape

Duration ☐ Hr. (1/2 LVL)

Max CR (Not Auto-Filled)

☐ Can Have a **Flying** Speed

☐ Can Have a **Swiming** Speed

Used ○ ○

Reset: Short or Long Rest

Spell Save DC

8+☐+☐+☐=
P.B. WIS MISC.

Spell Attack Modifier

☐+☐+☐=
P.B. WIS MISC.

LEGEND: WIS = Wisdom Modifier, P.B. = Proficiency Bonus, MISC. = Miscellaniuos or Magical Modifier, LVL = Druid's Level, HP = Hit Points

Cantrips Known

☐+☐=
BONUS

Spells Prepared

☐+☐=
WIS LVL

SPELLS

Regain spell slots after a long rest. See page 208 in the Player's Handbook for the Druid's Spell List. If you have druid circle spells, your druid circle spells are always prepared and don't count against your number of prepared spells.

Druid Circle Spells

	LVL	Spell	Page	LVL	Spell	Page
3rd LVL						
5th LVL						
7th LVL						
9th LVL						

Known Cantrips

Cantrip	Page	Cantrip	Page

Druid's Spell List

Prepared	LVL	Spell	Page	Prepared	LVL	Spell	Page
☐				☐			
☐				☐			
☐				☐			
☐				☐			
☐				☐			
☐				☐			
☐				☐			
☐				☐			
☐				☐			
☐				☐			
☐				☐			
☐				☐			
☐				☐			
☐				☐			
☐				☐			
☐				☐			
☐				☐			
☐				☐			
☐				☐			
☐				☐			

Druid - Circle of the Moon

CHARACTER NAME

Druidic — LVL 1

You speak the secret language of druids.

Wild Shape — LVL 2, 4, 8

As a bonus action - Can assume the shape of a beast that you have seen before for a number of hours = 1/2 your druid level. (2/rest) Can cancel with a bonus action, or if unconscious, 0 HP, or die.
You gain beasts Hit Points, Hit Dice, stats and abilities, except you keep your alignment, personality, INT, WIS , CHA and your skills and saving throws.
When its over, you have the same hit points you had before transforming less any excess HP damage the creature received below 0.
Can't cast spells or speak. Your equipment either falls off, merges with the new form, or is worn by it.
At LVL 2, CR max 1, No flying or swimming speed
At LVL 4, CR max 1, No flying speed
At LVL 8. CR max 1

Combat Wild Shape — LVL 2

While you are transformed by Wild Shape, you can use a bonus action to expend one spell slot to regain 1d8 hit points per level of the spell slot expended.

Ability Score Improvement — LVL 4, 8 , 12, 16, and 19

Increase one ability score by 2, or two ability scores by 1, to a maximum score of 20. Or select one feat.

Circle Forms — LVL 6

You can transform into a beast with a challenge rating as high as your druid level divided by 3, rounded down.

Primal Strike — LVL 6

Your attacks in beast form count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage

Elemental Wild Shape — LVL 10

you can expend two uses of Wild Shape at the same time to transform into an air elemental, an earth elemental, a fire elemental, or a water elemental.

Thousand Forms — LVL 14

You can cast the *alter self* spell at will.

Timeless Body — LVL 18

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

Beast Spells — LVL 18

You can perform the somatic and verbal components of a druid spell while in a beast shape, but you aren't able to provide material components.

Archdruid — LVL 20

You can use your Wild Shape an unlimited number of times

NOTES: