

Druid - Circle of the Sea

CHARACTER NAME

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Druidic

LVL 1

You speak the secret language of druids.

You always have the Speak with Animals spell prepared.

Primal Order

LVL 1

Select one of the following:

Magician. You know one extra Druid cantrip. Also, add your WIS mod. to all INT (Arcana or Nature) checks.

Warden. You have proficiency with Martial weapons and training with Medium armor.

Wild Shape

2 uses at LVL 2, 3 at LVL 4, 4 at LVL 17

Regain 1 use/Short Rest. a Long Rest resets all uses.

As a Bonus Action. You shape-shift into a Beast form that you know for number of hours = 1/2 Druid level or until you use Wild Shape again, become Incapacitated condition, or die. You can also leave the form early as a Bonus Action.

Known Forms.

At LVL 2, 4 known forms, max CR 1/4, No flying speed

At LVL 4, 6 known forms, max CR 1/2, No flying speed

At LVL 8, 8 known forms, max CR 1

You can replace one of your known forms with another on a Long Rest.

Rules While Shape-Shifted. You retain your personality, memories, and ability to speak. You gain Temporary Hit Points = your Druid level.

Game Statistics. Use the Beast's stat block, with your creature type; Hit Points; Hit Point Dice; INT, WIS, and CHA scores; class features; languages; feats. You retain your skill and saving throw proficiencies and Proficiency Bonus's, in addition to gaining the proficiencies of the creature. Use the Beast's skill or saving throw modifier if it is higher than yours. You can't cast spells, but shapeshifting doesn't break your Concentration or interfere with a spell you've already cast. Your equipment either falls off, merges with the new form, or is worn by it.

Wild Companion

LVL 2

Use a spell slot or Wild Shape.

Cast the *Find Familiar* spell without Material components.

The familiar is Fey and disappears after a Long Rest.

Wrath of the Sea

LVL 3

Cost 1 use of Wild Shape, Duration 10 min.

Create a 5-ft. Emanation. It ends if you dismiss it (no action required), manifest it again, or become Incapacitated.

For the duration or when you create it, as a Bonus Action, a creature you can see within range must make a CON save against your spell save DC or take cold damage of a num. of d6s = your WIS mod. (and be pushed up to 15 ft. away if it is Large or smaller).

Circle Spells

LVL 3

You always have the spells listed prepared.

You can cast these spells while you're in a Wild Shape form. LVL 3: *Fog Cloud, Gust of Wind, Ray of Frost, Shatter, Thunderwave*

LVL 5: *Lightning Bolt, Water Breathing*

LVL 7: *Control Water, Ice Storm*

LVL 9: *Conjure Elemental, Hold Monster*

Ability Score Improvement

LVL 4, 8, 12, and 16

You gain the Ability Score Improvement or another feat of your choice for which you qualify.

Wild Resurgence

LVL 5

1/Turn. If you have no Wild Shape uses left, use a spell slot to get one (no action required).

And

1/Long Rest. Use Wild Shape (no action required) to get a 1st lvl spell slot

Aquatic Affinity

LVL 6

You get a Swim Speed = your Speed.

Your Wrath of the Sea Emanation increases to 10 feet.

Elemental Fury

LVL 7

Choose one:

Potent Spellcasting. Add your WIS mod. to any Druid cantrip damage.

Primal Strike. **1/Turn.** Your attack roll hits deal an extra 1d8 Cold, Fire, Lightning, or Thunder damage (your choice).

Stormborn

LVL 10

While Wrath of the Sea is active you also have:

Flight. You get a Fly Speed equal to your Speed.

Resistance. You have Resistance to Cold, Lightning, and Thunder damage.

Oceanic Gift

LVL 14

Wrath of the Sea can now be around some willing creature other than you within 60 ft. It works the same as for you and uses your save DC and WIS mod.

At a cost of 2 uses of Wild Shape, the Emanation can be around both the other creature and yourself.

Improved Elemental Fury

LVL 15

Elemental Fury enhancement.

Potent Spellcasting. Druid cantrips ranges of 10 feet or greater increase by 300 feet.

Primal Strike. Extra damage increases to 2d8.

Beast Spells

LVL 18

You can cast spells in Beast form, except ones that have a Material component with a specified cost or that consumes its Material component.

Epic Boon

LVL 19

You gain an **Epic Boon** feat or another feat of your choice for which you qualify. *Dimensional Travel* is recommended.

Archdruid

LVL 20

You gain the following features.

Evergreen Wild Shape. If you have none, you regain one use of Wild Shape when you roll Initiative.

Nature Magician. **1/Long Rest.** Spend 1 or more uses of Wild Shape to get spell slots, with each use contributing 2 spell levels (i.e., spend 2 uses of Wild Shape for one 4th level spell slot).

Longevity. For every ten years that pass, your body ages only one year.

Traits - Feats - Features

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