

Druid - Circle of the Stars

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.

Star Map LVL 3

Your star chart is a Tiny object, and a Spellcasting Focus for your Druid spells. Roll on the table in the PHB for the Maps form, or choose one.

While holding the map: You have the *Guidance* and *Guiding Bolt* spells prepared. You can cast *Guiding Bolt* a number of times = your WIS modifier without using a spell slot. Uses reset when you finish a Long Rest.

Replace a lost map: A 1 hr. ceremony during a Short or Long rest, and it destroys the previous map.

Starry Form LVL 3

A Bonus Action: Use Wild Shape to take on a starry form. Statistics don't change. Your body depicts a constellation. It sheds Bright Light for 10-ft. Dim for 10 ft. more and lasts for 10 min. It ends if you dismiss it (no action required), become Incapacitated, or use this feature again.

Choose one of the following constellations.

Archer. For the duration or when you take this Wild Shape, as a Bonus Action you target a creature within 60 ft. with a ranged spell attack to deal 1d8 + your WIS mod. Radiant damage.

Chalice. When you cast a level 1 or higher healing spell, you or another within 30' of you regains HP = 1d8 + your WIS mod.

Dragon. Treat any roll of 9 or lower on an INT or WIS check, or CON save to keep concentration.

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

Cosmic Omen LVL 6

1/Long Rest. After the rest roll a die. You have **weal** if the roll is even or **woe** if the roll is odd. For a number of times = your WIS mod., whenever a creature you can see within 30 feet of you is about to make a D20 Test you can take a Reaction to roll 1d6 and add that to the total (if you have **weal**) or subtract it from the total (if you have **woe**).

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).

Twinkling Constellations LVL 10

While in Starry Form: At the start of each of your turns you can change which constellation is on your body.

The 1d8 of the **Archer** and the **Chalice** becomes 2d8, the **Dragon** gives you a Fly Speed of 20 feet and can hover.

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.