



2024 / Character Sheet / Druid / DNDDen.com

CHARACTER NAME / ALIAS

SPECIES

BACKGROUND

SUBCLASS (CHOOSE AT DRUID 3)

DRUID LV.

TOTAL LV.

PLAYER

XP / MILESTONE

STR

SCORE MOD

SAVE

DEX

SCORE MOD

SAVE

CON

SCORE MOD

SAVE

INT

SCORE MOD

SAVE

WIS

SCORE MOD

SAVE

CHA

SCORE MOD

SAVE

Skills & instinct

P E TOTAL

SKILL

- | | | |
|---|-----------------|-----|
| ☐ ☐ | Acrobatics | DEX |
| ☐ ☐ | Animal Handling | WIS |
| ☐ ☐ | Arcana | INT |
| ☐ ☐ | Athletics | STR |
| ☐ ☐ | Deception | CHA |
| ☐ ☐ | History | INT |
| ☐ ☐ | Insight | WIS |
| ☐ ☐ | Intimidation | CHA |
| ☐ ☐ | Investigation | INT |
| ☐ ☐ | Medicine | WIS |
| ☐ ☐ | Nature | INT |
| ☐ ☐ | Perception | WIS |
| ☐ ☐ | Performance | CHA |
| ☐ ☐ | Persuasion | CHA |
| ☐ ☐ | Religion | INT |
| ☐ ☐ | Sleight of Hand | DEX |
| ☐ ☐ | Stealth | DEX |
| ☐ ☐ | Survival | WIS |

P = proficiency | E = Expertise (2 x PB)

PASSIVE PERCEPTION

Armor, vitality & resolve

AC

INITIATIVE

SPEED

PROF. BONUS

MAX HP

CURRENT HP

TEMP HP

D8 REMAIN

D8 TOTAL

DEATH SAVES

PASS

☐ ☐ ☐

☐

HEROIC INSPIRATION

FAIL

☐ ☐ ☐

Immediately after rolling a die, spend to reroll that die.
You must use the new roll.

Weapons & primal strikes

NAME

HIT / SAVE

DAMAGE / TYPE

RANGE / MASTERY

Spells: pages 4-5. Wild Shape and known forms: page 6.

Languages & tools

The pulse of the wild

WILD SHAPE LEFT

MAX USES / LV. 2+

PRIMAL ORDER / MAGICIAN OR WARDEN

SPELL ATTACK

SPELL SAVE DC

WIS casting: attack = WIS mod + PB; save DC = 8
+ WIS mod + PB.

Wild Shape: regain one spent use per Short Rest and all uses per Long Rest.

THE OLD WAYS AWAKEN

Use Druid level for class features. Short Rest = SR; Long Rest = LR.

Primal Order & Druidic / Lv. 1

Choose your **Primal Order**: **Magician** grants one extra Druid cantrip and adds your WIS modifier (minimum +1) to INT (Arcana or Nature) checks. **Warden** grants Martial weapon proficiency and Medium armor training.

You know **Druidic** and always prepare **Speak with Animals**, extra to your limit. Druidic speakers automatically spot its hidden messages; others need DC 15 INT (Investigation) to spot one and magic to decipher it.

Wild Shape & renewal

Lv. 2 / Wild Shape. Transform as a **Bonus Action**. Regain one spent use per SR and all per LR. Full form rules and records are on page 6; Wild Companion is on page 3.

Lv. 5 / Wild Resurgence. Once on each of your turns, **only if no Wild Shape uses remain**, spend a spell slot to regain one use (no action). Separately, once per LR, spend one Wild Shape use to gain a **level 1 slot** (no action).

☐ LV. 5+ / SLOT CONVERSION USED THIS LR

Elemental Fury / Lv. 7

Choose **one** option. **Potent Spellcasting:** add WIS modifier to damage dealt by any Druid cantrip. At **Lv. 15**, your Druid cantrips with a range of at least 10 ft. gain **300 ft.** of range.

Primal Strike: once on each of your turns, when a weapon attack or Wild Shape Beast attack hits a creature, add **1d8 Cold, Fire, Lightning or Thunder** damage (choose on hit). At **Lv. 15**, the extra damage is **2d8**.

CHOSEN ELEMENTAL FURY OPTION

Archdruid / Lv. 20

Evergreen Wild Shape: when rolling Initiative with no Wild Shape uses left, regain one spent use.

Nature Magician: once per LR, convert unspent Wild Shape uses into **one spell slot** (no action). Each use contributes 2 spell levels: 1 / 2 / 3 / 4 uses create a level 2 / 4 / 6 / 8 slot.

Longevity: your body ages one year for every ten years that pass.

☐ NATURE MAGICIAN USED THIS LR

From seedling to ancient guardian

SPELL SLOTS BY LEVEL

LV.	PB	WS	CAN.	PREP.	FEATURE / CHOICE	1	2	3	4	5	6	7	8	9
1	+2	-	2	4	Casting; Druidic; Primal Order	2	-	-	-	-	-	-	-	-
2	+2	2	2	5	Wild Shape; Wild Companion	3	-	-	-	-	-	-	-	-
3	+2	2	2	6	Subclass	4	2	-	-	-	-	-	-	-
4	+2	2	3	7	ASI / eligible feat	4	3	-	-	-	-	-	-	-
5	+3	2	3	9	Wild Resurgence	4	3	2	-	-	-	-	-	-
6	+3	3	3	10	Subclass feature	4	3	3	-	-	-	-	-	-
7	+3	3	3	11	Elemental Fury	4	3	3	1	-	-	-	-	-
8	+3	3	3	12	ASI / eligible feat	4	3	3	2	-	-	-	-	-
9	+4	3	3	14	-	4	3	3	3	1	-	-	-	-
10	+4	3	4	15	Subclass feature	4	3	3	3	2	-	-	-	-
11	+4	3	4	16	-	4	3	3	3	2	1	-	-	-
12	+4	3	4	16	ASI / eligible feat	4	3	3	3	2	1	-	-	-
13	+5	3	4	17	-	4	3	3	3	2	1	1	-	-
14	+5	3	4	17	Subclass feature	4	3	3	3	2	1	1	-	-
15	+5	3	4	18	Improved Elemental Fury	4	3	3	3	2	1	1	1	-
16	+5	3	4	18	ASI / eligible feat	4	3	3	3	2	1	1	1	-
17	+6	4	4	19	-	4	3	3	3	2	1	1	1	1
18	+6	4	4	20	Beast Spells	4	3	3	3	3	1	1	1	1
19	+6	4	4	21	Epic Boon / eligible feat	4	3	3	3	3	2	1	1	1
20	+6	4	4	22	Archdruid	4	3	3	3	3	2	2	1	1

WS = Wild Shape uses. CAN. excludes Magician's extra cantrip. PREP. excludes always-prepared spells from other Druid features. Slots assume only Druid levels; PB uses total character level.

THE LIVING GROVE DOSSIER

Your circle, your allies, your story. Fill the fields that apply to your character.

Portrait

CHARACTER PORTRAIT

The guardian beneath the boughs

APPEARANCE / DISTINGUISHING MARKS

PERSONALITY / AMBITION / IDEAL

BOND / FLAW / SECRET

Sacred places, allies & ancient promises

Subclass & chosen talents

Subclass features arrive at Druid 3, 6, 10 and 14.

LEVEL 3 / FEATURE / USES

LEVEL 6 / FEATURE / USES

LEVEL 10 / FEATURE / USES

LEVEL 14 / FEATURE / USES

Feats, origins & resources

Wild Companion / Lv. 2

As a **Magic action**, spend a spell slot or Wild Shape use to cast **Find Familiar** without Material components. The familiar is **Fey** and disappears after your next Long Rest.

NAME / FORM / STAT BLOCK SOURCE

AC / HP / SPEED / SENSES

Gear, coin & spoils

CP

SP

EP

GP

PP

ATTUNED MAGIC ITEMS (DEFAULT LIMIT: 3)

Conditions & ongoing effects

ROOTS, STARS & SPELLS

Record spell sources and casting restrictions. Continue your repertoire on page 5.

Spell slots / remaining and maximum

1	/	2	/	3	/	4	/	5	/	6	/	7	/	8	/	9	/
---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---

Regain all expended slots after a Long Rest. Use multiclass slot totals when applicable.

Prepare the day's magic

Preparation: change any prepared Druid spells after a **Long Rest**, choosing spells of levels you can cast as a Druid. Always-prepared spells from other Druid features are extra. Replace **one Druid cantrip** when gaining a Druid level.

One slot per turn: expend only one spell slot to cast a spell on a turn. A prepared Ritual can be cast with +10 minutes and no slot. A Druidic Focus replaces only Material components with no listed cost that are not consumed.

PREPARED / LIMIT

CONCENTRATION / SPELL / TIME LEFT

CON SAVE / BONUS

Cantrips / no spell slots required

CANTRIP / SOURCE

TIME

RANGE

DURATION / C

SAVE / EFFECT / V. S. M

Base cantrips: 2 at Lv. 1; 3 at Lv. 4; 4 at Lv. 10. Magician adds one

Prepared & always-prepared spells / level 1+

P/A

LV.

SPELL / SOURCE

TIME

RANGE

DURATION / C

SAVE / EFFECT / V. S. M

P = prepared; A = always prepared. Add R in Time for Ritual; C in Duration for Concentration.

THE CONTINUING GRIMOIRE

Spell record continued. Print extra copies of this page for additional spells.

Prepared & always-prepared spells / continued

P = prepared | *A* = always prepared | *R* = Ritual in Time | *C* = Concentration in Duration

Rare materials & charges

Keep the magic alive

Concentration: ends when you **begin casting another Concentration spell** or activate another Concentration effect; also if Incapacitated or dead. End it freely (no action). Damage: CON save, DC 10 or half damage (round down), whichever is higher; maximum DC 30. Rituals and other spells taking 1 minute or longer require Concentration during casting.

Begin your path

First class: Druid. WIS primary; D8 Hit Point Die; INT and WIS saves. Simple weapons, Herbalism Kit, Light armor and Shields. Choose **2 skills:** Animal Handling, Arcana, Insight, Medicine, Nature, Perception, Religion or Survival.

Starting equipment: 50 GP, or Leather Armor, Shield, Sickle, Druidic Focus (Quarterstaff), Explorer's Pack, Herbalism Kit and 9 GP. Background gear is separate. Level 1 HP: 8 + CON mod; later Druid levels: 1d8 (or 5) + CON mod, minimum 1.

Multiclass entry: WIS 13+, plus your other classes' prerequisites. Gain the Druid Hit Point Die, Light armor and Shields, and level 1 features (including your Primal Order). No automatic core skill, save, tool or weapon proficiencies or starting gear. Count all Druid levels for combined Spellcasting slots; prepare spells separately for each class.

All fields are manual. Add your chosen circle features and source-specific spell restrictions. Rules: SRD 5.2.1, Druid pp. 41-43; spellcasting pp. 104-106; Concentration p. 179. Wild Shape details: page 6.

A THOUSAND LIVING SHAPES

Base Druid rules. Apply any changes from your chosen circle; use complete Beast stat blocks.

Wild Shape / Lv. 2

Spend one use as a **Bonus Action** to take a known Beast form.
Duration: **half your Druid level in hours (round down)**. Ends when you use Wild Shape again, become Incapacitated or die. End early as a Bonus Action.

Known forms / maximum CR / flight:

Lv. 2: **4 forms / CR 1/4 / no Fly Speed**

Lv. 4: **6 forms / CR 1/2 / no Fly Speed**

Lv. 8: **8 forms / CR 1 / flight allowed**

After a LR, replace **one** form with an eligible Beast. Ask the GM before using other sources.

Gain **Temporary HP equal to Druid level** when assuming a form. Keep your own HP and Hit Dice; do not use the Beast's HP pool. Temporary HP do not add together. Record any subclass adjustments below.

/// Base uses: 2 at Lv. 2; 3 at Lv. 6; 4 at Lv. 17.

What you keep in Beast form

Use the Beast stat block, retaining your personality, memories, speech, creature type, HP, Hit Dice, **INT / WIS / CHA**, class features, languages and feats. Retain your skill and save proficiencies with **your PB**, and gain the Beast's. Use a listed Beast skill/save modifier if higher.

Equipment: choose to drop it, merge it (no effect), or wear it if the GM agrees it fits the form. Gear does not resize; limbs determine object handling.

You normally **cannot cast spells** in Wild Shape; existing spells and Concentration continue. **Lv. 18 / Beast Spells:** you can cast in form, except spells with a costly or consumed Material component.

Known Beast forms

BEAST / SOURCE	CR	SIZE	SPEEDS / FLY?	SENSES / SIGNATURE TRAIT

/// Only fill unlocked rows: 4 at Lv. 2; 6 at Lv. 4; 8 at Lv. 8. Record subclass exceptions separately.

Active form / quick reference

FORM / SOURCE / SUBCLASS ADJUSTMENT	DURATION / TIME LEFT	FORM AC	TEMP HP LEFT	YOUR HP
FORM STR / DEX / CON	SPEEDS / SENSES	SAVES / SKILLS AFTER RETAINED BONUSES		
ATTACKS / TO HIT / DAMAGE / SAVE DC / MULTIATTACK				
TRAITS / EQUIPMENT / CONCENTRATION / CIRCLE EXCEPTIONS				

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