

CHARACTER NAME

PLAYER

Druid  
CLASS

RACE

ALIGNMENT

DEITY



## CHARACTER RECORD SHEETS

LEVEL SIZE AGE GENDER HEIGHT WEIGHT EYES HAIR

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER
<b>STR</b> STRENGTH				
<b>DEX</b> DEXTERITY				
<b>CON</b> CONSTITUTION				
<b>INT</b> INTELLIGENCE				
<b>WIS</b> WISDOM				
<b>CHA</b> CHARISMA				

<b>HP</b> HIT POINTS	TOTAL	WOUNDS/CURRENT HP					SUBDUAL DAMAGE				
<b>AC</b> ARMOR CLASS	TOTAL	= 10 +									
<b>INITIATIVE</b> MODIFIER	TOTAL	=									
<b>BASE ATTACK</b> BONUS											

DAMAGE REDUCTION	HIT DIE TYPE	SPEED	
	d8		
	MISS CHANCE	ARMOR CHECK PENALTY	SPELL RESISTANCE

<b>SAVING THROWS</b>	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER	CONDITIONAL MODIFIERS
<b>FORTITUDE</b> (CONSTITUTION)							
<b>REFLEX</b> (DEXTERITY)							
<b>WILL</b> (WISDOM)							

<b>MELEE</b> ATTACK BONUS	TOTAL	BASE ATTACK BONUS	STR MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER
<b>RANGED</b> ATTACK BONUS	TOTAL	BASE ATTACK BONUS	DEX MODIFIER	SIZE MODIFIER	MISC MODIFIER	

WEAPON		TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

WEAPON		TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

WEAPON		TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

ARMOR/PROTECTIVE ITEM		TYPE	ARMOR BONUS	MAX DEX BONUS
CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES

SHIELD/PROTECTIVE ITEM		ARMOR BONUS	WEIGHT	CHECK PENALTY	SPELL FAILURE
SPECIAL PROPERTIES					

## AMMUNITION


SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	
				RANKS	MISC MODIFIER
<input checked="" type="checkbox"/> ALCHEMY	INT				
<input type="checkbox"/> ANIMAL EMPATHY	CHA				
<input checked="" type="checkbox"/> APPRAISE ■	INT				
<input checked="" type="checkbox"/> BALANCE ■	DEX*				
<input checked="" type="checkbox"/> BLUFF ■	CHA				
<input checked="" type="checkbox"/> CLIMB ■	STR*				
<input type="checkbox"/> CONCENTRATION ■	CON				
<input type="checkbox"/> CRAFT ■ ( )	INT				
<input type="checkbox"/> DIPLOMACY ■	CHA				
<input checked="" type="checkbox"/> DISABLE DEVICE	INT				
<input checked="" type="checkbox"/> DISGUISE ■	CHA				
<input checked="" type="checkbox"/> ESCAPE ARTIST ■	DEX*				
<input checked="" type="checkbox"/> FORGERY ■	INT				
<input checked="" type="checkbox"/> GATHER INFORMATION ■	CHA				
<input type="checkbox"/> HANDLE ANIMAL	CHA				
<input type="checkbox"/> HEAL ■	WIS				
<input checked="" type="checkbox"/> HIDE ■	DEX*				
<input checked="" type="checkbox"/> INNUENDO	WIS				
<input checked="" type="checkbox"/> INTIMIDATE ■	CHA				
<input type="checkbox"/> INTUIT DIRECTION	WIS				
<input checked="" type="checkbox"/> JUMP ■	STR*				
<input checked="" type="checkbox"/> KNOWLEDGE (ARCANA)	INT				
<input checked="" type="checkbox"/> KNOWLEDGE (ARCHITECTURE & ENGINEERING)	INT				
<input checked="" type="checkbox"/> KNOWLEDGE (GEOGRAPHY)	INT				
<input checked="" type="checkbox"/> KNOWLEDGE (HISTORY)	INT				
<input checked="" type="checkbox"/> KNOWLEDGE (LOCAL)	INT				
<input type="checkbox"/> KNOWLEDGE (NATURE)	INT				
<input checked="" type="checkbox"/> KNOWLEDGE (NOBILITY & ROYALTY)	INT				
<input checked="" type="checkbox"/> KNOWLEDGE (THE PLANES)	INT				
<input checked="" type="checkbox"/> KNOWLEDGE (RELIGION)	INT				
<input checked="" type="checkbox"/> LISTEN ■	WIS				
<input checked="" type="checkbox"/> MOVE SILENTLY ■	DEX*				
<input checked="" type="checkbox"/> OPEN LOCK	DEX				
<input checked="" type="checkbox"/> PERFORM ■ ( )					
<input checked="" type="checkbox"/> PICK POCKET	DEX*				
<input type="checkbox"/> PROFESSION ( )	WIS				
<input checked="" type="checkbox"/> RIDE ■ ( )	DEX				
<input type="checkbox"/> SCRY ■	INT				
<input checked="" type="checkbox"/> SEARCH ■	INT				
<input checked="" type="checkbox"/> SENSE MOTIVE ■	WIS				
<input type="checkbox"/> SPELLCRAFT	INT				
<input checked="" type="checkbox"/> SPOT ■	WIS				
<input type="checkbox"/> SWIM ■	STR**				
<input checked="" type="checkbox"/> TUMBLE	DEX*				
<input checked="" type="checkbox"/> USE ROPE ■	DEX				
<input checked="" type="checkbox"/> WILDERNESS LORE ■	WIS				
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					

Skills marked with ■ can be used normally even if the character has zero (0) skill ranks.  
Skills marked with ☒ are cross-class skills. \*ARMOR CHECK PENALTY, if any, applies.  
\*\* -1 per 5 lb. of gear.



# DRUID SPELLS

## SPELL SAVE

WIS  
MODIFIER

SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
<input type="text"/>	0	<input type="text"/>	0
<input type="text"/>	1ST	<input type="text"/>	<input type="text"/>
<input type="text"/>	2ND	<input type="text"/>	<input type="text"/>
<input type="text"/>	3RD	<input type="text"/>	<input type="text"/>
<input type="text"/>	4TH	<input type="text"/>	<input type="text"/>
<input type="text"/>	5TH	<input type="text"/>	<input type="text"/>
<input type="text"/>	6TH	<input type="text"/>	<input type="text"/>
<input type="text"/>	7TH	<input type="text"/>	<input type="text"/>
<input type="text"/>	8TH	<input type="text"/>	<input type="text"/>
<input type="text"/>	9TH	<input type="text"/>	<input type="text"/>

## 0 LEVEL

- ☐ Create Water
- ☐ Cure Minor Wounds
- ☐ Detect Magic
- ☐ Detect Poison
- ☐ Flare
- ☐ Guidance
- ☐ Know Direction
- ☐ Light
- ☐ Mending
- ☐ Purify Food and Drink
- ☐ Read Magic
- ☐ Resistance
- ☐ Virtue

## 1ST LEVEL

- ☐ Animal Friendship
- ☐ Calm Animals
- ☐ Cure Light Wounds
- ☐ Detect Animals or Plants
- ☐ Detect Snares and Pits
- ☐ Endure Elements

- ☐ Entangle
- ☐ Faerie Fire
- ☐ Goodberry
- ☐ Invisibility to Animals
- ☐ Magic Fang
- ☐ Obscuring Mist
- ☐ Pass without Trace
- ☐ Shillelagh
- ☐ Summon Nature's Ally I

## 2ND LEVEL

- ☐ Animal Messenger
- ☐ Animal Trance
- ☐ Barkskin
- ☐ Charm Person or Animal
- ☐ Chill Metal
- ☐ Delay Poison
- ☐ Fire Trap
- ☐ Flame Blade
- ☐ Flaming Sphere
- ☐ Heat Metal
- ☐ Hold Animal
- ☐ Lesser Restoration
- ☐ Produce Flame
- ☐ Resist Elements
- ☐ Soften Earth and Stone
- ☐ Speak with Animals
- ☐ Summon Nature's Ally II
- ☐ Summon Swarm
- ☐ Tree Shape
- ☐ Warp Wood
- ☐ Wood Shape

## 3RD LEVEL

- ☐ Call Lightning
- ☐ Contagion
- ☐ Cure Moderate Wounds
- ☐ Diminish Plants
- ☐ Dominate Animal
- ☐ Greater Magic Fang
- ☐ Meld into Stone
- ☐ Neutralize Poison
- ☐ Plant Growth
- ☐ Poison
- ☐ Protection from Elements
- ☐ Remove Disease
- ☐ Snare

- ☐ Speak with Plants
- ☐ Spike Growth
- ☐ Stone Shape
- ☐ Summon Nature's Ally III
- ☐ Water Breathing

## 4TH LEVEL

- ☐ Antiplant Shell
- ☐ Control Plants
- ☐ Cure Serious Wounds
- ☐ Dispel Magic
- ☐ Flame Strike
- ☐ Freedom of Movement
- ☐ Giant Vermin
- ☐ Quench
- ☐ Reincarnate
- ☐ Repel Vermin
- ☐ Rusting Grasp
- ☐ Scrying
- ☐ Sleet Storm
- ☐ Spike Stones
- ☐ Summon Nature's Ally IV

## 5TH LEVEL

- ☐ Animal Growth
- ☐ Atonement
- ☐ Awaken
- ☐ Commune with Nature
- ☐ Control Winds
- ☐ Cure Critical Wounds
- ☐ Death Ward
- ☐ Hallow
- ☐ Ice Storm
- ☐ Insect Plague
- ☐ Summon Nature's Ally V
- ☐ Transmute Mud to Rock
- ☐ Transmute Rock to Mud
- ☐ Tree Stride
- ☐ Unhallow
- ☐ Wall of Fire
- ☐ Wall of Thorns

## 6TH LEVEL

- ☐ Antilife Shell
- ☐ Find the Path
- ☐ Fire Seeds

# SPELL PLANNING SHEETS

- ☐ Greater Dispelling
- ☐ Healing Circle
- ☐ Ironwood
- ☐ Liveoak
- ☐ Repel Wood
- ☐ Spellstaff
- ☐ Stone Tell
- ☐ Summon Nature's Ally VI
- ☐ Transport via Plants
- ☐ Wall of Stone

## 7TH LEVEL

- ☐ Changestaff
- ☐ Control Weather
- ☐ Creeping Doom
- ☐ Fire Storm
- ☐ Harm
- ☐ Heal
- ☐ Summon Nature's Ally VII
- ☐ Sunbeam
- ☐ Transmute Metal to Wood
- ☐ True Seeing
- ☐ Wind Walk

## 8TH LEVEL

- ☐ Animal Shapes
- ☐ Command Plants
- ☐ Finger of Death
- ☐ Repel Metal or Stone
- ☐ Reverse Gravity
- ☐ Summon Nature's Ally VIII
- ☐ Sunburst
- ☐ Whirlwind
- ☐ Word of Recall

## 9TH LEVEL

- ☐ Antipathy
- ☐ Earthquake
- ☐ Elemental Swarm
- ☐ Foresight
- ☐ Mass Heal
- ☐ Shapechange
- ☐ Shambler
- ☐ Summon Nature's Ally IX
- ☐ Sympathy