

CHARACTER NAME

PLAYER

Druid
CLASS

RACE

ALIGNMENT

DEITY



CHARACTER RECORD SHEETS

LEVEL SIZE AGE GENDER HEIGHT WEIGHT EYES HAIR

Ability score table with columns for Ability Name, Ability Score, Ability Modifier, Temporary Score, and Temporary Modifier. Rows include STR, DEX, CON, INT, WIS, and CHA.

HP, AC, Initiative, and Base Attack Bonus calculation boxes. Includes formulas for AC (10 + armor, shield, dex, size, natural, misc) and Base Attack Bonus (dex, misc).

Speed and Hit Die table. Includes columns for Hit Die Type (d8), Speed, Miss Chance, Armor Check Penalty, and Spell Resistance.

Saving Throws table for Fortitude, Reflex, and Will. Includes columns for Total, Base Save, Ability Modifier, Magic Modifier, Misc Modifier, and Temporary Modifier.

Melee and Ranged Attack Bonus calculation boxes. Includes formulas for Total Attack Bonus based on Base Attack Bonus, Dex, Size, and Misc modifiers.

Weapon table with columns for Weapon, Total Attack Bonus, Damage, Critical, Range, Weight, Type, Size, and Special Properties.

Weapon table with columns for Weapon, Total Attack Bonus, Damage, Critical, Range, Weight, Type, Size, and Special Properties.

Weapon table with columns for Weapon, Total Attack Bonus, Damage, Critical, Range, Weight, Type, Size, and Special Properties.

Armor/Protective Item table with columns for Type, Armor Bonus, Max Dex Bonus, Check Penalty, Spell Failure, Speed, Weight, and Special Properties.

Shield/Protective Item table with columns for Armor Bonus, Weight, Check Penalty, Spell Failure, and Special Properties.

Ammunition table with columns for Ammunition and Special Properties.

Skills table with columns for Skill Name, Key Ability, Skill Modifier, Ability Modifier, Ranks, and Misc Modifier. Lists skills like Alchemy, Appraise, Bluff, etc.

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

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

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