

Dungeons and Dragons

DRUID CHARACTER RECORD

CHARACTER NAME: _____ PLAYER NAME: _____

LEVEL/TITLE _____ / _____

ALIGN _____

PERMANENT/ADJUSTED

STRENGTH _____ / _____

INTELLIGENCE _____ / _____

WISDOM _____ / _____

DEXTERITY _____ / _____

CONSTITUTION _____ / _____

CHARISMA _____ / _____

COMPANION NAME	

TYPE	SAVE
_____	DEATH
STR _____ / _____	WAND
INT _____ / _____	STONE
DEX _____ / _____	BREATH
CON _____ / _____	STAFF
HP _____ / _____	RES.
AC _____	_____

BONUSES: DAMAGE _____ DEFENSE _____ CHARISMA _____ TO HIT: MELEE _____ MISSILES _____

ARMOR CLASS _____ HIT POINTS _____

WEAPON/DAMAGE _____ ROLL TO HIT ARMOR CLASS:

_____ / _____ 0 1 2 3 4 5 6 7 8 9

_____ / _____ 0 1 2 3 4 5 6 7 8 9

_____ / _____ 0 1 2 3 4 5 6 7 8 9

_____ / _____ 0 1 2 3 4 5 6 7 8 9

COMPANION:

_____ / _____ 0 1 2 3 4 5 6 7 8 9

SAVING THROWS Class Bonus +2 vs. Fire D20 BONUS: _____ RESURRECTION _____%

D20: POISON/DEATH _____ WAND _____ STONE _____ BREATH _____ STAFF/SPELL _____

SPECIAL SKILLS, ETC _____

EXPERIENCE	Level/Title	XP	HP	Base To Hit by AC of Target											Spells/Day by Level						
				0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
	1 Aspirant	0	8	19	18	17	16	15	14	13	12	11	10	2	Animal Companion						
	2 Initiate	2.5K	+1D6											2							
	3 Twig	5K	+1D6											3	1						
	4 Branch	20K	+1D6											3	2						
	5 Bough	35K	+1D6	17	16	15	14	13	12	11	10	9	8	3	2	1					
	6 Treewarden	50K	+1D6											4	2	1	1				
	7 Grovewarden	75K	+1D6											4	3	2	1	1			
	8 Sickler	100K	+1D6											4	3	2	2	1			
	9 Stonewarden	double	+1pt	14	13	12	11	10	9	8	7	6	5	4	3	3	3	2			
	10 Spiritwarden	each	each											5	4	3	3	3			
	11 Druid	level	level											5	4	4	3	3			
	12 ArchDruid													5	4	4	4	4	1		
	13			12	11	10	9	8	7	6	5	4	3	6	5	5	4	4	1		
	14													6	5	5	5	5	2		
	15													6	6	6	6	6	2		
	16													6	6	6	6	6	3		
	17			10	9	8	7	6	5	4	3	2	1	7	7	7	6	6	3	1	

Can always identify plants, animals, pure water, and traverse undergrowth
 At L5 gains Change Shape ability (3/day): Bird, Reptile or Mammal Form, 7 to 200lb.
 Loses 10-60% of damage upon shape change. At L5 becomes immune to Charm by nature spirits (Pixies, Nyads, etc.) Gain 1 "wild" language/level at 5th.

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CHARACTER NAME: _____ PLAYER NAME: _____

EQUIPMENT WORN/IN HAND:

WEIGHT	ITEM
	TOTAL WEIGHT

BACKPACK:

WEIGHT	ITEM
	TOTAL WEIGHT

Character can own only what they carry.
All else is donated.

ON BELT:

WEIGHT	ITEM
	TOTAL WEIGHT

POUCH:

WEIGHT	ITEM
	TOTAL WEIGHT

MONEY

PLATINUM	
GOLD	
SILVER	
COPPER	
GEMS, ETC.	
TOTAL WGT	(COINS/10)LBS:

TOTAL WEIGHT CARRIED: _____

WEIGHT CARRYABLE (NORMAL) _____

WGT. CARRYABLE (ENCUMBERED) _____