

Dain Torunn

CHARACTER NAME

Druid 2

CLASS & LEVEL

Hill Dwarf

RACE

Sailor

BACKGROUND

Neutral good

ALIGNMENT

Emily

PLAYER NAME

1176

EXPERIENCE POINTS

STRENGTH

0

10

DEXTERITY

+2

14

CONSTITUTION

+2

15

INTELLIGENCE

0

11

WISDOM

+3

16

CHARISMA

+1

13

INSPIRATION

+2

PROFICIENCY BONUS

- ☐ 0 Strength
- ☐ +2 Dexterity
- ☐ +2 Constitution
- ☒ +2 Intelligence
- ☒ +5 Wisdom
- ☐ +1 Charisma

SAVING THROWS

- ☐ +2 Acrobatics (Dex)
- ☐ +3 Animal Handling (Wis)
- ☐ 0 Arcana (Int)
- ☒ +2 Athletics (Str)
- ☐ +1 Deception (Cha)
- ☐ 0 History (Int)
- ☒ +5 Insight (Wis)
- ☐ +1 Intimidation (Cha)
- ☐ 0 Investigation (Int)
- ☐ +3 Medicine (Wis)
- ☒ +2 Nature (Int)
- ☒ +5 Perception (Wis)
- ☐ +1 Performance (Cha)
- ☐ +1 Persuasion (Cha)
- ☐ 0 Religion (Int)
- ☐ +2 Sleight of Hand (Dex)
- ☐ +2 Stealth (Dex)
- ☐ +3 Survival (Wis)

SKILLS

12

ARMOR CLASS

+2

INITIATIVE

25

SPEED

Hit Point Maximum 18

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 2d8

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

I am a leaf on the wind, watch how I...

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Armor: None Shield:
NoneTODO: Describe specifics for how your Druid attacks.

ATTACKS & SPELLCASTING

15

PASSIVE WISDOM (PERCEPTION)

Proficiencies:

Light armor, medium armor, shields (druids will not wear armor or use shields made of metal), clubs, daggers, darts, javelins, maces, quarterstaves, scimitars, sickles, slings, spears, battleaxes, handaxes, throwing hammers, warhammers.

Languages:

Common, Dwarvish

OTHER PROFICIENCIES & LANGUAGES

CP

0

SP

0

EP

0

GP

0

PP

0

TODO: Describe your equipment from your Druid class and Sailor background.

EQUIPMENT

FEATURES & TRAITS

Druid 2

Wisdom

SPELLCASTING ABILITY

13

SPELL SAVE DC

+5

SPELL ATTACK BONUS

SPELLCASTING CLASS

0

CANTRIPS

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

13

PREPARED

SPELL NAME

2

3

4

5

6

7

8

9

SPILLS KNOWN

Spells and Incantations

Dain Torunn

Wild Shapes

Dain Torunn

Known Beasts

Crocodile, Giant eagle, Wolf

Wolf

Medium beast, unaligned

Armor Class	Hit Points	Speed
13	(2d8+2)	40

STR	DEX	CON
12 (+1)	15 (+2)	12 (+1)

Skills: Perception +3, Stealth +4

Senses: Passive Perception 13

Keen Hearing and Smell. The wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The wolf has advantage on an attack roll against a creature if at least one of the wolf's allies is within 5 ft. of the creature and the ally isn't incapacitated. Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* (2d4 + 2) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone