

Sylceran

CHARACTER NAME

Druid 1

CLASS & LEVEL

Wood Elf

RACE

Guild Artisan

BACKGROUND

Lawful good

ALIGNMENT

Dan R

PLAYER NAME

0

EXPERIENCE POINTS

STRENGTH

+1

12

DEXTERITY

+2

15

CONSTITUTION

+2

14

INTELLIGENCE

+0

10

WISDOM

+3

16

CHARISMA

-1

8

No

INSPIRATION

+2

PROFICIENCY BONUS

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

SAVING THROWS

- ☐ +2 Acrobatics (Dex)
- ☐ +3 Animal Handling (Wis)
- ☒ +2 Arcana (Int)
- ☐ +1 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

16

ARMOR CLASS

+2

INITIATIVE

35

SPEED

Hit Point Maximum 8

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d8

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

TODO: Describe how your character behaves, interacts with others

PERSONALITY TRAITS

TODO: Describe what values your character believes in.

IDEALS

TODO: Describe your character's commitments or ongoing quests.

BONDS

TODO: Describe your character's interesting flaws.

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Scimitar

+4

1d6+2/s

Armor: Hide Armor

Shield: Shield

TODO: Describe how your character usually attacks or uses spells.

ATTACKS & SPELLCASTING

15

PASSIVE WISDOM (PERCEPTION)

Proficiencies:

Distiller's tools, 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, longswords, shortwords, shortbows, longbows.

Languages:

Common, Elvish, Undercommon

OTHER PROFICIENCIES & LANGUAGES

CP

0

SP

0

EP

0

GP

15

PP

0

--bedroll
--distiller's tools
--backpack
--mess kit
--tinderbox
--10 torches
--10 days of rations
--waterskin
--50 feet of hempen rope
--letter of introduction from distillers' guild
--traveler's clothes
--pouch.

EQUIPMENT

(See Features Page)

--Darkvision (60')

--Fey Ancestry

--Guild Membership

--Mask of the Wild

--Trance

=====

TODO: Describe other features and abilities your character has.

FEATURES & TRAITS

Druid 1

WIS

SPELLCASTING ABILITY

13

SPELL SAVE DC

+5

SPELL ATTACK BONUS

SPELLCASTING CLASS

0

CANTRIPS

Druidcraft (V,S)

Thorn Whip (V,S,M)

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

12

PREPARED SPELL NAME

☐ Entangle (V,S) (C)

☐ Faerie Fire (V) (C)

☐ Healing Word (V)

20

30

40

50

60

70

80

90

SPILLS KNOWN

Features and Magic Items

Sylceran

SUBCLASSES FEATURES

DARKVISION (60')

Source: Race

Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

FEY ANCESTRY

Source: Race (Elf)

You have advantage on saving throws against being charmed, and magic can't put you to sleep.

GUILD MEMBERSHIP

Source: Background (Guild Artisan)

As an established and respected member of a guild, you can rely on certain benefits that membership provides. Your fellow guild members will provide you with lodging and food if necessary, and pay for your funeral if needed. In some cities and towns, a guildhall offers a central place to meet other members of your profession, which can be a good place to meet potential patrons, allies, or hirelings.

Guilds often wield tremendous political power. If you are accused of a crime, your guild will support you if a good case can be made for your innocence or the crime is justifiable. You can also gain access to powerful political figures through the guild, if you are a member in good standing. Such connections might require the donation of money or magic items to the guild's coffers.

You must pay dues of 5 gp per month to the guild. If you miss payments, you must make up back dues to remain in the guild's good graces.

MASK OF THE WILD

Source: Race (Wood Elf)

You can attempt to hide even when you are only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

TRANCE

Source: Race (Elf)

Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. (The Common word for such meditation is "trance.") While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

MAGIC ITEMS

Spell Descriptions

Sylceran

DRUIDCRAFT

Transmutation Cantrip

Casting Time: 1 action
Duration: Instantaneous
Range: 30 feet
Components: V, S

Whispering to the spirits of nature, you create one of the following effects within range:

- You create a tiny, harmless sensory effect that predicts what

the weather will be at your location for the next 24 hours. The effect might manifest as a golden orb for clear skies, a cloud for rain, falling snowflakes for snow, and so on. This effect persists for 1 round. - You instantly make a flower blossom, a seed pod open, or a leaf bud bloom. - You create an instantaneous, harmless sensory effect, such as falling leaves, a puff of wind, the sound of a small animal, or the faint odor of skunk. The effect must fit in a 5-foot cube. - You instantly light or snuff out a candle, a torch, or a small campfire.

ENTANGLE

Conjuration Level 1 (concentration)

Casting Time: 1 action
Duration: Concentration, up to 1 minute
Range: 90 feet
Components: V, S

Grasping weeds and vines sprout from the ground in a 20-foot square starting from a point within range. For the duration, these plants turn the ground in the area into difficult terrain.

A creature in the area when you cast the spell must succeed on a Strength saving throw or be restrained by the entangling plants until the spell ends. A creature restrained by the plants can use its action to make a Strength check against your spell save DC. On a success, it frees itself.

When the spell ends, the conjured plants wilt away.

FAERIE FIRE

Evocation Level 1 (concentration)

Casting Time: 1 action
Duration: Concentration, up to 1 minute
Range: 60 feet
Components: V

Each object in a 20-foot cube within range is outlined in blue, green, or violet light (your choice). Any creature in the area when the spell is cast is also outlined in light if it fails a Dexterity saving throw. For the duration, objects and affected creatures shed dim light in a 10-foot radius.

Any attack roll against an affected creature or object has advantage if the attacker can see it, and the affected creature or object can't benefit from being invisible.

HEALING WORD

Evocation Level 1

Casting Time: 1 bonus action
Duration: Instantaneous
Range: 60 feet
Components: V

A creature of your choice that you can see within range regains hit points equal to 1d4 + your spellcasting ability modifier. This spell has no effect on undead or constructs.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the healing increases by 1d4 for each slot level above 1st.

THORN WHIP

Transmutation Cantrip

Casting Time: 1 action
Duration: Instantaneous
Range: 30 feet
Components: V, S, M (The stem of a plant with thorns)

You create a long, vine-like whip covered in thorns that lashes out at your command toward a creature in range. Make a melee spell attack

against the target. If the attack hits, the creature takes 1d6 piercing damage, and if the creature is Large or smaller, you pull the creature up to 10 feet closer to you.

At Higher Levels: This spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).