

Sylceran

CHARACTER NAME

Druid 1

CLASS & LEVEL

Wood Elf

RACE

Smuggler

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

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

- SKILLS
- ☐ +2 Acrobatics (Dex)
 - ☐ +3 Animal Handling (Wis)
 - ☒ +2 Arcana (Int)
 - ☒ +3 Athletics (Str)
 - ☒ +1 Deception (Cha)
 - ☐ +0 History (Int)
 - ☐ +3 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

NAME

ATK BONUS

DAMAGE/TYPE

Quarterstaf

+3

1d6+1/b

Armor: Hide Armor

Shield: Shield

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

ATTACKS & SPELLCASTING

15

PASSIVE WISDOM (PERCEPTION)

Proficiencies:

Herbalism kit, water vehicle 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, longwords, shortwords, shortbows, longbows.

Languages:

Common, Elvish, Undercommon

OTHER PROFICIENCIES & LANGUAGES

CP

0

SP

0

EP

0

GP

15

PP

0

- bedroll
- Herbalism kit
- leather boots
- backpack
- mess kit
- tinderbox
- 10 torches
- 10 days of rations
- waterskin
- 50 feet of hempen rope
- letter of introduction from distillers' guild
- common clothes
- pouch.

EQUIPMENT

I become wistful when I see the sun rise over the ocean.

PERSONALITY TRAITS

I will not cheat another smuggler or directly harm innocents.

IDEALS

Much of the treasure I claim will be used to enrich my community.

BONDS

I struggle to trust the words of others.

FLAWS

(See Features Page)

--Darkvision (60')

--Fey Ancestry

--Mask of the Wild

--Smuggler

--Trance

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While rowing along the coast of Saltmarsh, stopping off once in a while to sell bottles of Elverquisst, which the locals enjoyed for its warming effects, I was caught in a sudden storm and struck by lightning. When I awoke, I could feel the residual energy of the lightning coursing through my body. The only real damage to the rowboat was to one oar, which seemed to take the brunt of the strike, and is now my staff. I am naturally respectful of Nature, and have since been studying Nature's power.

FEATURES & TRAITS



Druid 1

SPELLCASTING CLASS

WIS

SPELLCASTING ABILITY

13

SPELL SAVE DC

+5

SPELL ATTACK BONUS

0

CANTRIPS

- Shape Water (S)
- Shillelagh (V,S,M)
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SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

2

- PREPARED
- SPELL NAME
- ☐ Entangle (V,S) (C)
 - ☐ Faerie Fire (V) (C)
 - ☐ Healing Word (V)
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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.

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.

SMUGGLER

Source: Background (Smuggler)

On a rickety barge, you carried a hundred longswords in fish barrels right past the dock master's oblivious lackeys. You have paddled a riverboat filled with stolen elven wine under the gaze of the moon and sold it for twice its value in the morning. In your more charitable times you have transported innocents out of war zones or helped guide herd animals to safety on the banks of a burning river.

You are acquainted with a network of smugglers who are willing to help you out of tight situations. While in a particular town, city, or other similarly sized community (DM's discretion), you and your companions can stay for free in safe houses. Safe houses provide a poor lifestyle. While staying at a safe house, you can choose to keep your presence (and that of your companions) a secret.

Every smuggler has that one tale that sets them apart from common criminals. By wits,

sailing skill, or a silver tongue, you lived to tell the story - and you tell it often.

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

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.

SHAPE WATER

Transmutation Cantrip

Casting Time: 1 action

Duration: Instantaneous or 1 hour

Range: 30 feet

Components: S

You choose an area of water that you can see within range and that fits within a 5-foot cube. You manipulate it in one of the following ways:

- You instantaneously move or otherwise change the flow of the water as you direct, up to 5 feet in any direction. This movement doesn't have enough force to cause damage.
- You cause the water to form into simple shapes and animate at your direction. This change lasts for 1 hour.
- You change the water's color or opacity. The water must be changed in the same way throughout. This change lasts for 1 hour.
- You freeze the water, provided that there are no creatures in it. The water unfreezes in 1 hour. If you cast this spell multiple times, you can have no more than two of its non-instantaneous effects active at a time, and you can dismiss such an effect as an action.

SHILLELAGH

Transmutation Cantrip

Casting Time: 1 bonus action

Duration: 1 minute

Range: Touch

Components: V, S, M (Mistletoe, a shamrock leaf, and a club or quarterstaff)

The wood of a club or quarterstaff you are holding is imbued with nature's power. For the duration, you can use your spellcasting ability instead of Strength for the attack and damage

rolls of melee attacks using that weapon, and the weapon's damage die becomes a d8. The weapon also becomes magical, if it isn't already. The spell ends if you cast it again or if you let go of the weapon