

Sylceran

CHARACTER NAME

Druid 2

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

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

SAVING THROWS

- ☐ +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 17

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 2d8

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

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

NAME

ATK BONUS

DAMAGE/TYPE

Quarterstaff

+3

1d6+1/b

Shortsword

+4

1d6+2/p

Dagger

+4

1d4+2/p

Armor: Hide Armor

Shield: Shield

Shillelagh and whack with staff. If there are multiple enemies, then Entangle and whack, unless they will be able to attack back with ranged weapons. If that is not enough, then Thunderwave. Entangle causes a strength save against my spell save DC, Thunderwave is a constitution save.

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 35

EP 0

GP 15

PP 0

- bedroll
- healing potion
- scroll (detect magic?)
- Herbalism kit
- 2 pair leather boots
- backpack + pouch
- mess kit + 10 rations
- tinderbox + 10 torches
- waterskin
- 50 feet of hempen rope
- common clothes
- beautiful bottle w/ bit of Elverquist

EQUIPMENT

(See Features Page)

- Darkvision (60')
- Fey Ancestry
- Mask of the Wild
- Smuggler
- Speech of the Woods
- Spirit Totem
- Trance
- Wild Shape (2x/SR, 1 hours)

While rowing S-Cargo along the coast of Saltmarsh, stopping off once in a while to sell bottles of Elverquiss, 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 2

WIS

SPELLCASTING ABILITY

13

SPELL SAVE DC

+5

SPELL ATTACK BONUS

SPELLCASTING CLASS

0

CANTRIPS

Shape Water (S)
Shillelagh (V,S,M)

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

13

- PREPARED
- SPELL NAME
- ☒ Cure Wounds (V,S)
 - ☒ Detect Magic (V,S) (R, C)
 - ☒ Detect Poison And Disease (V,S,M) (C)
 - ☒ Entangle (V,S) (C)
 - ☒ Thunderwave (V,S)

20

30

40

50

60

70

80

90

Features and Magic Items

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SUBCLASSES

SUBCLASS: CIRCLE OF THE SHEPHERD

Druids of the Circle of the Shepherd commune with the spirits of nature, especially the spirits of beasts and the fey, and call to those spirits for aid. These druids recognize that all living things play a role in the natural world, yet they focus on protecting animals and fey creatures that have difficulty defending themselves. Shepherds, as they are known, see such creatures as their charges. They ward off monsters that threaten them, rebuke hunters who kill more prey than necessary, and prevent civilization from encroaching on rare animal habitats and on sites sacred to the fey. Many of these druids are happiest far from cities and towns, content to spend their days in the company of animals and the fey creatures of the wilds.

Members of this circle become adventurers to oppose forces that threaten their charges or to seek knowledge and power that will help them safeguard their charges better. Wherever these druids go, the spirits of the wilderness are with them

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. White 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.

Skill Proficiencies: Athletics, Deception

Tool Proficiencies: Vehicles (water)

Equipment: A fancy leather vest or a pair of leather boots, a set of common clothes, and a leather pouch with 15 gp

SPEECH OF THE WOODS

Source: Druid (Circle of the Shepherd)

At 2nd level, you gain the ability to converse with beasts and many fey. You learn to speak, read, and write Sylvan. In addition, beasts can understand your speech, and you gain the ability to decipher their noises and motions. Most beasts lack the intelligence to convey or understand sophisticated concepts, but a friendly beast could relay what it has seen or heard in the recent past. This ability doesn't grant you friendship with beasts, though you can combine this ability with gifts to curry favor with them as you would with any nonplayer character.

SPIRIT TOTEM

Source: Druid (Circle of the Shepherd)

Starting at 2nd level, you can call forth nature spirits to influence the world around you. As a

bonus action, you can magically summon an incorporeal spirit to a point you can see within 60 feet of you. The spirit creates an aura in a 30-foot radius around that point. It counts as neither a creature nor an object, though it has the spectral appearance of the creature it represents.

As a bonus action, you can move the spirit up to 60 feet to a point you can see. The spirit persists for 1 minute or until you're incapacitated. Once you use this feature, you can't use it again until you finish a short or long rest. The effect of the spirit's aura depends on the type of spirit you summon from the options below.

Bear Spirit: The bear spirit grants you and your allies its might and endurance. Each creature of your choice in the aura when the spirit appears gains temporary hit points equal to 5 + your druid level. In addition, you and your allies gain advantage on Strength checks and Strength saving throws while in the aura.

Hawk Spirit: The hawk spirit is a consummate hunter, aiding you and your allies with its keen sight. When a creature makes an attack roll against a target in the spirit's aura, you can use your reaction to grant advantage to that attack roll. In addition, you and your allies have advantage on Wisdom (Perception) checks while in the aura.

Unicorn Spirit: The unicorn spirit lends its protection to those nearby. You and your allies gain advantage on all ability checks made to detect creatures in the spirit's aura. In addition, if you cast a spell using a spell slot that restores hit points to any creature inside or outside the aura, each creature of your choice in the aura also regains hit points equal to your druid level.

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.

WILD SHAPE (2X/SR, 1 HOURS)

Source: Druid

Starting at 2nd level, you can use your action to magically assume the shape of a beast that you have seen before. You can use this feature twice. You regain expended uses when you finish a short or long rest. Your druid level

determines the beasts you can transform into, as shown in the Beast Shapes table. At 2nd level, for example, you can transform into any beast that has a challenge rating of 1/4 or lower that doesn't have a flying or swimming speed.

2nd Level: Max CR 1/4, No Flying/Swimming (ex: Wolf)

4th Level: Max CR 1/2, No Flying (ex: Crocodile)

8th Level: Max CR 1 (ex: Giant Eagle)

You can stay in a beast shape for a number of hours equal to half your druid level (rounded down). You then revert to your normal form unless you expend another use of this feature. You can revert to your normal form earlier by using a bonus action on your turn. You automatically revert if you fall unconscious, drop to 0 hit points, or die.

While you are transformed, the following rules apply:

- Your game statistics are replaced by the statistics of the beast, but you retain your alignment, personality, and Intelligence, Wisdom, and Charisma scores. You also retain all of your skill and saving throw proficiencies, in addition to gaining those of the creature. If the creature has the same proficiency as you and the bonus in its stat block is higher than yours, use the creature's bonus instead of yours. If the creature has any legendary or lair actions, you can't use them.

- When you transform, you assume the beast's hit points and Hit Dice. When you revert to your normal form, you return to the number of hit points you had before you transformed. However, if you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form. For example, if you take 10 damage in animal form and have only 1 hit point left, you revert and take 9 damage. As long as the excess damage doesn't reduce your normal form to 0 hit points, you aren't knocked unconscious.

- You can't cast spells, and your ability to speak or take any action that requires hands is limited to the capabilities of your beast form. Transforming doesn't break your concentration on a spell you've already cast, however, or prevent you from taking actions that are part of a spell, such as call lightning, that you've already cast.

- You retain the benefit of any features from your class, race, or other source and can use them if the new form is physically capable of doing so. However, you can't use any of your special senses, such as darkvision, unless your new form also has that sense.

- You choose whether your equipment falls to

the ground in your space, merges into your new form, or is worn by it. Worn equipment functions as normal, but the DM decides whether it is practical for the new form to wear a piece of equipment, based on the creature's shape and size. Your equipment doesn't change size or shape to match the new form, and any equipment that the new form can't wear must either fall to the ground or merge with it. Equipment that merges with the form has no effect until you leave the form.

MAGIC ITEMS

Spell Descriptions

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CURE WOUNDS

Evocation Level 1

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

A creature you touch regains a number of hit points equal to 1d8 + 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 1d8 for each slot level above 1st.

DETECT MAGIC

Divination Level 1 (ritual, concentration)

Casting Time: 1 action
Duration: Concentration, up to 10 minutes
Range: Self
Components: V, S

For the duration, you sense the presence of magic within 30 feet of you. If you sense magic in this way, you can use your action to see a faint aura around any visible creature or object in the area that bears magic, and you learn its school of magic, if any.

The spell can penetrate most barriers, but is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

DETECT POISON AND DISEASE

Divination Level 1 (concentration)

Casting Time: 1 action
Duration: Concentration, up to 10 minutes
Range: Self
Components: V, S, M (A yew leaf)

For the duration, you can sense the presence and location of poisons, poisonous creatures, and diseases within 30 feet of you. You also

identify the kind of poison, poisonous creature, or disease in each case.

The spell can penetrate most barriers, but is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

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.

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

THUNDERWAVE

Evocation Level 1

Casting Time: 1 action

Duration: Instantaneous

Range: Self (15-foot cube)

Components: V, S

A wave of thunderous force sweeps out from you. Each creature in a 15-foot cube originating from you must make a Constitution saving throw. On a failed save, a creature takes 2d8 thunder damage and is pushed 10 feet away from you. On a successful save, the creature takes half as much damage and isn't pushed.

In addition, unsecured objects that are completely within the area of effect are automatically pushed 10 feet away from you by the spell's effect, and the spell emits a thunderous boom audible out to 300 feet.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.