

## SylceranShepherd

CHARACTER NAME

Druid 2

CLASS & LEVEL

Wood Elf

RACE

Smuggler

BACKGROUND

Neutral 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 13

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 2d8

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

Quarterstaff

+3

1d6+1/b

Dagger

+4

1d4+2/p

Club

+3

1d4+1/b

Armor: Hide Armor

Shield: Shield

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

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, longwords, shortwords, shortbows, longbows.

Languages:

Common, Elvish

OTHER PROFICIENCIES & LANGUAGES

CP 0

SP 0

EP 0

GP 0

PP 0

TODO: list the equipment and magic items your character carries

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)

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TODO: Describe other features and abilities your character has.

FEATURES & TRAITS

Druid 2

WIS

SPELLCASTING ABILITY

13

SPELL SAVE DC

+5

SPELL ATTACK BONUS

SPELLCASTING CLASS

0

CANTRIPS

3

0

6

0

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

3

7

0

2

0

4

0

8

0

5

0

9

0

PREPARED

SPELL NAME

PREPARED

SPELL NAME

PREPARED

SPELL NAME

SPILLS KNOWN

# Features and Magic Items

SylceranShepherd

## 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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