





+2 PROFICIENCY BONUS

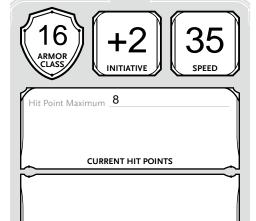
- O +1 Strength
  O +2 Dexterity
  O +2 Constitution

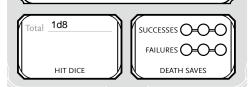
   +2 Intelligence
   +5 Wisdom
  O -1 Charisma
- O +2 Acrobatics (Dex)
  O +3 Animal Handling (Wis)
   +2 Arcana (Int)

SAVING THROWS

- O +1 Athletics (Str)
  O -1 Deception (Cha)
- <u>+0</u> History (Int)
   <u>+5</u> Insight (Wis)
- O \_-1 Intimidation (Cha)
- O <u>+0</u> Investigation (Int)
- O <u>+3</u> Medicine (Wis)
- <u>+2</u> Nature (Int)
- <u>+5</u> Perception (Wis)
- O \_-1 Performance (Cha)
- Persuasion (Cha)
- O +0 Religion (Int)
- O <u>+2</u> Sleight of Hand (Dex)
- O +2 Stealth (Dex)
- O <u>+3</u> Survival (Wis)

SKILLS





**TEMPORARY HIT POINTS** 

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



Armor: Hide Armor Shield: Shield

TODO: Describe how your character usually attacks or

uses spells.

(See Features Page)

- -- Darkvision (60')
- -- Fey Ancestry
- --Guild Membership
- --Mask of the Wild
- --Trance

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TODO: Describe other features and abilities your character has.

ATTACKS & SPELLCASTING

(15)

CHARISMA

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, quarterstaffs, scimitars, sickles, slings, spears, longswords, shortswords, shortbows, longbows.

#### Languages:

Common, Elvish, Undercommon

OTHER PROFICIENCIES & LANGUAGES

0 --bedroll --distiller

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- --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** 

**FEATURES & TRAITS** 

0 CANTRIPS	3 0	6 0
Druidcraft (V,S)	0	0
Thorn Whip (V,S,M)	0	0
	0	0
	0	0
	0	0
	0	0
	0	0
	0	0
SPELL LEVEL	0	0
SLOTS TOTAL SLOTS EXPENDED	0	
1 2 )	0	7 0
	0	
SPELL NAME	0	0
Entangle (V,S) (C)		0
Faerie Fire (V) (C)	4 0 3	0
O Healing Word (V)		0
0	0	0
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## 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

### 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).