

## 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

- ☐ +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 10

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d8

HIT DICE

SUCCESSES

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

--Trance

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While rowing S-Cargo 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

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

12

- 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)
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SPELLS KNOWN



# Features and Magic Items

## Sylceran

### SUBCLASSES FEATURES

#### DARKVISION (60')

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**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

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**Source:** Race (Elf)

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

#### MASK OF THE WILD

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**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

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**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.

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

#### TRANCE

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**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

### 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.