

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)
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SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

12

- PREPARED
- SPELL NAME
- ☐ Animal Friendship (V,S,M)
 - ☐ Charm Person (V,S)
 - ☐ Create Or Destroy Water (V,S,M)
 - ☒ Cure Wounds (V,S)
 - ☒ Detect Magic (V,S) (R, C)
 - ☒ Detect Poison And Disease (V,S,M) (C)
 - ☒ Entangle (V,S) (C)
 - ☐ Faerie Fire (V) (C)
 - ☐ Fog Cloud (V,S) (C)
 - ☐ Goodberry (V,S,M)
 - ☐ Healing Word (V)
 - ☐ Jump (V,S,M)

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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.

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

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

ANIMAL FRIENDSHIP

Enchantment Level 1

Casting Time: 1 action

Duration: Instantaneous

Range: 30 feet

Components: V, S, M (A morsel of food)

This spell lets you convince a beast that you mean it no harm. Choose a beast that you can see within range. It must see and hear you. If the beast's Intelligence is 4 or higher, the spell fails. Otherwise, the beast must succeed on a Wisdom saving throw or be charmed by you for the spell's duration. If you or one of your companions harms the target, the spell ends.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, you can affect one additional beast for each slot level above 1st.

CHARM PERSON

Enchantment Level 1

Casting Time: 1 action

Duration: 1 hour

Range: 30 feet

Components: V, S

You attempt to charm a humanoid you can see within range. It must make a Wisdom saving throw, and does so with advantage if you or your companions are fighting it. If it fails the saving throw, it is charmed by you until the spell ends or until you or your companions do anything harmful to it. The charmed creature regards you as a friendly acquaintance. When the spell ends, the creature knows it was charmed by you.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st. The creatures must be within 30 feet of each other when you target them.

CREATE OR DESTROY WATER

Transmutation Level 1

Casting Time: 1 action

Duration: Instantaneous

Range: 30 feet

Components: V, S, M (A drop of water if creating water or a few grains of sand if destroying it)

You either create or destroy water.

Create Water You create up to 10 gallons of clean water within range in an open container. Alternatively, the water falls as rain in a 30-foot cube within range, extinguishing exposed flames in the area.

Destroy Water You destroy up to 10 gallons of water in an open container within range. Alternatively, you destroy fog in a 30-foot cube within range.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, you create or destroy 10 additional gallons of water, or the size of the cube increases by 5 feet, for each slot level above 1st.

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.

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.

FOG CLOUD

Conjuration Level 1 (concentration)

Casting Time: 1 action

Duration: Concentration, up to 1 hour

Range: 120 feet

Components: V, S

You create a 20-foot-radius sphere of fog centered on a point within range. The sphere spreads around corners, and its area is heavily obscured. It lasts for the duration or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the radius of the fog increases by 20 feet for each slot level above 1st.

GOODBERRY

Transmutation Level 1

Casting Time: 1 action

Duration: Instantaneous

Range: Touch

Components: V, S, M (A sprig of mistletoe)

Up to ten berries appear in your hand and are infused with magic for the duration. A creature can use its action to eat one berry. Eating a berry restores 1 hit point, and the berry provides enough nourishment to sustain a creature for one day. The berries lose their potency if they have not been consumed within 24 hours of the casting of this spell.

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.

JUMP

Transmutation Level 1

Casting Time: 1 action

Duration: 1 minute

Range: Touch

Components: V, S, M (A grasshopper's hind leg)

You touch a creature. The creature's jump distance is tripled until the spell ends.

LONGSTRIDER

Transmutation Level 1

Casting Time: 1 action

Duration: 1 hour

Range: Touch

Components: V, S, M (A pinch of dirt)

You touch a creature. The target's speed increases by 10 feet until the spell ends.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

PURIFY FOOD AND DRINK

Transmutation Level 1 (ritual)

Casting Time: 1 action

Duration: Instantaneous

Range: 10 feet

Components: V, S

All nonmagical food and drink within a 5-foot-radius sphere centered on a point of your choice within range is purified and rendered free of poison and disease.

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.

SPEAK WITH ANIMALS

Divination Level 1 (ritual)

Casting Time: 1 action

Duration: 10 minutes

Range: Self

Components: V, S

You gain the ability to comprehend and verbally communicate with beasts for the duration. The knowledge and awareness of many beasts is limited by their intelligence, but at minimum, beasts can give you information about nearby locations and monsters, including whatever they can perceive or have perceived within the past day. You might be able to persuade a beast to perform a small favor for you, at the DM's discretion.

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.