DUNGEONS & DRAGONS®

Xenates	Druid 8	Sage
CHARACTER NAME	CLASS & LEVEL	BACKGROUND / PLAYER NAME
	Centaur	NE
	RACE	ALIGNMENT / EXPERIENCE POINTS

STRENGTH	+2 (14)
DEXTERITY	+0 (11)
CONSTITUTION	+0 (10)
INTELLIGENCE	-2 (7)
WISDOM	+4 (18)
CHARISMA	-2 (7)

INSPIRATION

+3 PROFICIENCY BONUS

- ○ ____ Strength
- ○ ____ Dexterity
- ○ ____ Constitution
- ◉ ____ Intelligence
- ◉ ____ Wisdom
- ○ ____ Charisma

SAVING THROWS

- ○ ____ Acrobatics (Dex)
- ○ ____ Animal Handling (Wis)
- ◉ ____ Arcana (Int)
- ○ ____ Athletics (Str)
- ○ ____ Deception (Cha)
- ◉ ____ History (Int)
- ○ ____ Insight (Wis)
- ○ ____ Intimidation (Cha)
- ○ ____ Investigation (Int)
- ◉ ____ Medicine (Wis)
- ◉ ____ Nature (Int)
- ◉ ____ Perception (Wis)
- ○ ____ Performance (Cha)
- ○ ____ Persuasion (Cha)
- ○ ____ Religion (Int)
- ○ ____ Sleight of Hand (Dex)
- ○ ____ Stealth (Dex)
- ○ ____ Survival (Wis)

SKILLS

PASSIVE WISDOM (PERCEPTION)

12 ARMOR CLASS

INITIATIVE

40 SPEED

Hit Point Maximum 43

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total

d8

HIT DICE

SUCCESSES ○-○-○

FAILURES ○-○-○

DEATH SAVES

Wild Shape - 0/2
Cosmic Omens - 0/3

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME	ATK BONUS	DAMAGE/TYPE
Hooves	+5	1d4+1
Scimitar	+5	1d6+1
Quarter Staff	+5	1d6/8+1

ATTACKS & SPELLCASTING

Charge - After moving 30 ft straight to a target, if hit with melee weapon attack, can make attack with hooves

Wild Shape

Starry Form - use wild shape to take on constellation
Archer - as bon action make ranged spell attack, 1d8+wis radiant dmg
Chalice - whenever cast healing spell, a creature gains 1d8+wis
Dragon - int/wis check or con save for concentration, can treat 9 or lower as 10

Cosmic Omens - Finish long rest, roll dice and can use effect on roll you see, even - add d6, odd - sub d6

Eldritch Adept - Eldritch Sight

FEATURES & TRAITS

Common
Sylvan
Draconic
Celestial
L/M Armour
Shields
Herbalism Kit

OTHER PROFICIENCIES & LANGUAGES

CP
SP
EP
GP
PP

Quarter Staff
Scimitar
Studded Leather Armour
Explorers Pack
Focus (black crystal on leather necklace)

EQUIPMENT

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CHARACTER NAME

AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER APPEARANCE

NAME

SYMBOL

ALLIES & ORGANIZATIONS

ADDITIONAL FEATURES & TRAITS

CHARACTER BACKSTORY

TREASURE

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SPELLCASTING CLASS

Wis	15	+7
SPELLCASTING ABILITY	SPELL SAVE DC	SPELL ATTACK BONUS

SPELLS KNOWN

0 CANTRIPS

- Mending
- Druidcraft
- Guidance
- Create Bonfire

SPELL LEVEL | SLOTS TOTAL | SLOTS EXPENDED

1 — 4

PREPARED | SPELL NAME

- (●) Guiding Bolt (prof/s-rest)

2 — 3

3 — 3

4 — 2

5

6

7

8

9

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