

Butler

CHARACTER NAME

Artificer (3)

CLASS & LEVEL

Warforged

RACE

Noble

BACKGROUND

Lawful Neutral

ALIGNMENT

Aidan

PLAYER NAME

EXPERIENCE POINTS

STRENGTH

8

-1

DEXTERITY

10

+0

CONSTITUTION

12

+1

INTELLIGENCE

13

+1

WISDOM

18

+3

CHARISMA

15

+2

INSPIRATION

+2

PROFICIENCY BONUS

- ☐ -1 Strength
- ☐ +1 Dexterity
- ☐ +1 Constitution
- ☒ +3 Intelligence
- ☒ +5 Wisdom
- ☐ +2 Charisma

SAVING THROWS

- ☒ +2 Acrobatics (Dex)
- ☒ +5 Animal Handling (Wis)
- ☒ +3 Arcana (Int)
- ☐ -1 Athletics (Str)
- ☐ +2 Deception (Cha)
- ☒ +3 History (Int)
- ☐ +3 Insight (Wis)
- ☐ +2 Intimidation (Cha)
- ☐ +1 Investigation (Int)
- ☒ +5 Medicine (Wis)
- ☐ +1 Nature (Int)
- ☐ +3 Perception (Wis)
- ☐ +2 Performance (Cha)
- ☒ +4 Persuasion (Cha)
- ☐ +1 Religion (Int)
- ☐ +1 Sleight of Hand (Dex)
- ☐ +1 Stealth (Dex)
- ☐ +3 Survival (Wis)

SKILLS

14

ARMOR CLASS

+0

INITIATIVE

30

SPEED

Hit Point Maximum 27

25/27

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total

d8

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

ATTACKS & SPELLCASTING

- Adv. on pois/res. to pois.
- Immune to disease
- Can't be put to sleep
- Position of privilege

11

PASSIVE WISDOM (PERCEPTION)

Herbalism Kit  
Woodcarving tools/ Forge tools  
(double prof.)  
Playing cards  
Sylvan  
Druidic  
Common  
Deep Speech  
Abyssal

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

25

EQUIPMENT

FEATURES & TRAITS



Butler

CHARACTER NAME

600

AGE

Pearl

EYES

6'

HEIGHT

Ceramic/gold

SKIN

100 lbs

WEIGHT

N/a

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

An automaton created by an archlich to tend to his earthly needs, Butler spent the first 500 years of his life as just that to his master.

CHARACTER BACKSTORY

Bonus action to expend one spell slot to regain 1d8 hit points per level of the spell slot expended

CR 1 creatures

ADDITIONAL FEATURES & TRAITS

Signet ring

TREASURE



# Druid

SPELLCASTING  
CLASS

Wis

SPELLCASTING  
ABILITY

13

SPELL SAVE DC

+5

SPELL ATTACK  
BONUS

0

## CANTRIPS

Guidance  
Shape Water

SPELL  
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

4

PREPARED

SPELL NAME

- ☐ Detect Magic
- ☐ Healing Word
- ☐ Cure Wounds
- ☐ Absorb elements

2

2

- ☐ Enlarge/Reduce
- ☐ Heat metal

3

6

7

4

8

5

9

SPELLS KNOWN