

Character Name

CHARACTER NAME

BACKGROUND

Tiefling (Infernal)

SPECIES

Druid

CLASS

Circle of the Moon

SUBCLASS

11

LEVEL

0

XP

ARMOR CLASS

13

SHIELD

HIT POINTS

CURRENT

TEMP

MAX

HIT DICE

SPENT

MAX

DEATH SAVES

SUCCESSSES

FAILURES



PROFICIENCY BONUS

+4

INTELLIGENCE

+0

11

MODIFIER

SCORE

INITIATIVE

+1

SPEED

30 ft

SIZE

PASSIVE PERCEPTION

14

STRENGTH

+1

12

MODIFIER

SCORE

☐ +1 Saving Throw

☐ +1 Athletics

WISDOM

+4

19

MODIFIER

SCORE

☒ +4 Saving Throw

☒ +8 Arcana

☐ +0 History

☐ +0 Investigation

☒ +8 Nature

☐ +0 Religion

WEAPONS & DAMAGE CANTRIPS

Name	Atk Bonus / DC	Damage & Type	Notes
Quarterstaff	+5	1d6+1 bludgeoning	topple
Light crossbow	+5	1d8+1 piercing	slow
Sling	+5	1d4+1 bludgeoning	slow

DEXTERITY

+1

12

MODIFIER

SCORE

☐ +1 Saving Throw

☐ +1 Acrobatics

☐ +1 Sleight of Hand

☐ +1 Stealth

CHARISMA

+0

10

MODIFIER

SCORE

☐ +0 Saving Throw

☐ +0 Deception

☐ +0 Intimidation

☐ +0 Performance

☐ +0 Persuasion

CLASS FEATURES

HEROIC INSPIRATION

SPECIES TRAITS

Darkvision (60 ft)

FEATS

war caster: ventaja en salvacion de constitucion para mantener la concentracion.  
Hechizo Reactivo. Cuando una criatura provoca un Ataque de Oportunidad tuyo al salir de tu alcance, puedes usar una Reacción para lanzarle un hechizo, en lugar de realizar un Ataque de Oportunidad. El hechizo debe tener un tiempo de lanzamiento de una acción y debe tener como objetivo únicamente a esa criatura.

EQUIPMENT TRAINING & PROFICIENCIES

ARMOR TRAINING ☒ Light ☐ Medium ☐ Heavy ☒ Shields

WEAPONS

Simple weapons

TOOLS

Poisoner's Kit, Herbalism Kit

Wisdom

SPELLCASTING ABILITY

+4

SPELLCASTING MODIFIER

16

SPELL SAVE DC

+8

SPELL ATTACK BONUS



SPELL SLOTS											
Total Expended			Total Expended			Total Expended					
LEVEL 1	4	◆◆◆◆	LEVEL 4	3	◆◆◆	LEVEL 7		◆◆			
LEVEL 2	3	◆◆◆	LEVEL 5	2	◆◆◆	LEVEL 8		◆			
LEVEL 3	3	◆◆◆	LEVEL 6	1	◆◆	LEVEL 9		◆			

APPEARANCE

BACKSTORY & PERSONALITY

Alignment

LANGUAGES

Common, Draconic, Infernal,Druuidic

EQUIPMENT

Magic Item Attunement

◆

◆

◆

COINS

CP SP EP GP PP

CANTRIPS & PREPARED SPELLS					
Level	Name	Casting Time	Range	Concentration, Ritual & Required Material	Notes
0	Thaumaturgy	Action	30 ft	◆ C ◆ R ◆ M	
0	Fire Bolt	Action	120 ft	◆ C ◆ R ◆ M	3d10 fuego
0	Starry Wisp	Action	60 ft	◆ C ◆ R ◆ M	3d8 radiante,brillo
0	Thorn Whip	Action	30 ft	◆ C ◆ R ◆ M	3d6, acercar 10ft
0	Create Bonfire	action	60ft./5ft.	◆ C ◆ R ◆ M	3d8 fuego
0	Guidance	Action	Touch	◆ C ◆ R ◆ M	+1d4 tirada habilidad
0	Mending	1 min	Touch	◆ C ◆ R ◆ M	repara
0	Druidcraft	Action	30 ft	◆ C ◆ R ◆ M	cosas druida magico
1	Speak with Animals	Action	Self	◆ C ◆ R ◆ M	
1	Find Familiar	1 hour	10 ft	◆ C ◆ R ◆ M	ya tengo dragon
1	Cure Wounds	Action	Touch	◆ C ◆ R ◆ M	2d8+spellcasting mod
1	Animal Friendship	Action	30 ft	◆ C ◆ R ◆ M	
1	Healing Spirit	Action	60ft./5ft.	◆ C ◆ R ◆ M	1d6 x slot level
1	Healing Word	Bonus	60 ft	◆ C ◆ R ◆ M	2d4
1	Thunderwave	Action	Self	◆ C ◆ R ◆ M	2d8+1d8 empuja
2	Moonbeam	Action	120 ft	◆ C ◆ R ◆ M	2d10 +1d10
2	Find Traps	Action	120 ft	◆ C ◆ R ◆ M	
2	Beast Sense	Action	Touch	◆ C ◆ R ◆ M	
2	Aid	Action	30 ft	◆ C ◆ R ◆ M	HPmax-5HP +5HP
3	Conjure Animals	Action	60 ft	◆ C ◆ R ◆ M	
3	Call Lightning	Action	120 ft	◆ C ◆ R ◆ M	3d10+1d10
3	Revivify	Action	Touch	◆ C ◆ R ◆ M	diamonds 300+ GP
3	Dispel Magic	Action	120 ft	◆ C ◆ R ◆ M	hability check
4	Fount of Moonlight	Action	Self	◆ C ◆ R ◆ M	2d6 radiante
4	Wall of Fire	Action	120 ft	◆ C ◆ R ◆ M	5d8 fire+1d8
4	Polymorph	Action	60 ft	◆ C ◆ R ◆ M	como transformar
4	Conjure Woodland Beings	Action	Self	◆ C ◆ R ◆ M	5d8 force+ 1d8
5	Mass Cure Wounds	Action	60 ft	◆ C ◆ R ◆ M	5d8+1d8
5	Cone of Cold	Action	Self	◆ C ◆ R ◆ M	8d8+1d8
5	Reincarnate	1 hour	Touch	◆ C ◆ R ◆ M	rare oils 1,000+ GP

### PREPARED SPELLS

[illegible]