D&D BEYOND

Darhana d'Vadalis

CHARACTER NAME

Druid 3 [Circle of the Land (Arctic)]	
CLASS & LEVEL	PLAYER NAME
Mark of Handling Human	Hermit
RACE	BACKGROUND / EXPERIENCE POINTS

STRENGTH	+0	10
DEXTERITY	+2	14
CONSTITUTION	+2	15
INTELLIGENCE	+0	10
WISDOM	+3	16
CHARISMA	+0	10

○	+0	Strength
○	+2	Dexterity
○	+2	Constitution
⊙	+2	Intelligence
⊙	+5	Wisdom
○	+0	Charisma

Saving Throw Modifiers

SAVING THROWS

○	+2	Acrobatics DEX
○	+3	Animal Handling WIS
Ⓟ	+2	Arcana INT
○	+0	Athletics STR
○	+0	Deception CHA
○	+0	History INT
○	+3	Insight WIS
○	+0	Intimidation CHA
○	+0	Investigation INT
Ⓟ	+5	Medicine WIS
○	+0	Nature INT
Ⓟ	+5	Perception WIS
○	+0	Performance CHA
○	+0	Persuasion CHA
Ⓟ	+2	Religion INT
○	+2	Sleight of Hand DEX
○	+2	Stealth DEX
○	+3	Survival WIS
○		
○		
○		

SKILLS

INITIATIVE: +2

ARMOR CLASS: 15

DEFENSES

INSPIRATION

PROFICIENCY BONUS: +2

ABILITY SAVE DC

SPEED: 30 ft. (Walking)

Max HP	Current HP	Temp HP
24		--

HIT POINTS

Total 3d8

HIT DICE

SUCCESSES ○○○

FAILURES ○○○

DEATH SAVES

=== ARMOR ===
Light Armor, Medium Armor, Shields

=== WEAPONS ===
Club, Dagger, Dart, Javelin, Mace, Quarterstaff, Scimitar, Sickle, Sling, Spear

=== TOOLS ===
Herbalism Kit, Leatherworker's Tools

=== LANGUAGES ===
Common, Druidic, Elvish, Sylvan

PROFICIENCIES & LANGUAGES

=== ACTIONS ===
Standard Actions
Attack, Cast a Spell, Dash, Disengage, Dodge, Help, Hide, Ready, Search, Use an Object, Opportunity Attack, Grapple, Shove, Improvise, Two-Weapon Fighting, Interact with an Object

Wild Shape • 2 / Short Rest
As an action, you can magically assume the shape of a beast that you have seen before twice per short rest. [2nd] Max CR 1/4 (no flying or swimming speed) [4th] Max CR 1/2 (no flying speed) [8th] Max CR 1

You can stay in beast shape for 1 hours before reverting back to your normal form (or as a bonus action earlier or if you fall unconscious, drop to 0 hit points, or die).

ACTIONS

15	PASSIVE WISDOM (PERCEPTION)
13	PASSIVE WISDOM (INSIGHT)
10	PASSIVE INTELLIGENCE (INVESTIGATION)

SENSES

NAME	HIT	DAMAGE/TYPE	NOTES
Quarterstaff	+2	1d6 Bludgeoning	Simple, Versatile
Sickle	+2	1d4 Slashing	Simple, Light
Sling	+4	1d4+2 Bludgeoning	Simple, Ammunition, Range, Range (30/120)
Unarmed Strike	+2	1 Bludgeoning	

WEAPON ATTACKS & CANTRIPS

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Darhana d'Vadalis	Druid 3 [Circle of the Land (Arctic)]		
CHARACTER NAME	CLASS & LEVEL		PLAYER NAME
	Mark of Handling Human	Hermit	
	RACE	BACKGROUND	EXPERIENCE POINTS

=== DRUID FEATURES ===

* Additional Druid Spells • TCoE 35
Your Druid has additional spells available to them, as designated in Tasha's Cauldron of Everything.

* Hit Points • PHB 65

* Proficiencies • PHB 65

* Druidic • PHB 66
You know Druidic, the secret language of druids.

* Spellcasting • PHB 66
You can cast prepared druid spells using WIS as your spellcasting modifier (Spell DC 13, Spell Attack +5) and prepared druid spells as rituals if they have the ritual tag. You can use a druidic focus as a spellcasting focus.

* Wild Companion • TCoE 35
As an action, you can expend a use of your Wild Shape feature to cast the find familiar spell, without material components.
When you cast the spell in this way, the familiar is a fey instead of a beast, and the familiar disappears after 1 hours.

| 1 Action

* Wild Shape • PHB 66
As an action, you can magically assume the shape of a beast that you have seen before twice per short rest.

You can stay in beast shape for 1 hours before reverting back to your normal form (or as a bonus action earlier or if you fall unconscious, drop to 0 hit points, or die).

| 2 / Short Rest • 1 Action

* Druid Circle • PHB 67

| Circle of the Land (Arctic)

* Bonus Cantrip • PHB 68
You learn one additional druid cantrip of your choice.

* Natural Recovery • PHB 68
Once per long rest during a short rest, you choose expended spell slots to recover. The spell slots can have a combined level of up to 2, and none of the slots can be 6th level or higher.

| 1 / Long Rest

* Circle Spells • PHB 68
You gain access to circle spells for your associated land. A circle spell counts as a druid spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day.

=== MARK OF HANDLING HUMAN RACIAL TRAITS ===

* Languages • BR 31
You can speak, read, and write Common and one extra language.

* Wild Intuition • ERftLW 40
When you make a Animal Handling or Nature check, you can roll one Intuition die and add the number rolled to the check.

* Primal Connection • ERftLW
Once per short rest, you can cast Animal Friendship, and Speak with Animals. WIS is your spellcasting ability for this spell.

* Spells of the Mark • ERftLW 40
If you have the Spellcasting or the Pact Magic class feature, the spells on the Mark of Handling Spells table are added to the spell list of your spellcasting class.

* The Bigger They Are • ERftLW 40
You can target a beast or monstrosity when you cast animal friendship or speak with animals, provided the creature's Intelligence score is 3 or lower.

FEATURES & TRAITS

CP	0
SP	0
EP	0
GP	0
PP	2

WEIGHT CARRIED	97.54 lb.
ENCUMBERED	150 lb.
PUSH/DRAG/LIFT	300 lb.

NAME	QTY	WEIGHT	NAME	QTY	WEIGHT
Shield	1	6 lb.	Leatherworker's Tools	1	5 lb.
Leather	1	10 lb.	Shovel	1	5 lb.
Quarterstaff	1	4 lb.	Tinderbox	1	1 lb.
Sickle	1	2 lb.	Torch	5	5 lb.
Sling	1	--	Waterskin	1	5 lb.
Sling Bullets	20	1.5 lb.	Whetstone	1	1 lb.
Backpack	1	5 lb.	Wooden Staff	1	4 lb.
Bedroll	1	7 lb.			
Clothes, Traveler's	1	4 lb.			
Mess Kit	1	1 lb.			
Oil (flask)	2	2 lb.			
Pouch	1	1 lb.	ATTUNED MAGIC ITEMS	QTY	WEIGHT
Rations (1 day)	10	20 lb.			
Rope, Silk (50 feet)	1	5 lb.			
Herbalism Kit	1	3 lb.			

EQUIPMENT

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D&D BEYOND

Darhana d'Vadalis

CHARACTER NAME

Female	18	Medium	5' 1"	120
GENDER	AGE	SIZE	HEIGHT	WEIGHT
Neutral Good	Balinor	Fair	Blue	Blonde
ALIGNMENT	FAITH	SKIN	EYES	HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

I feel tremendous empathy for all who suffer.
I connect everything that happens to me to a grand, cosmic plan.

PERSONALITY TRAITS

Live and Let Live. Meddling in the affairs of others only causes trouble. (Neutral)

IDEALS

I entered seclusion because I loved someone I could not have.

BONDS

I let my need to win arguments overshadow friendships and harmony.

FLAWS

CHARACTER BACKSTORY

ADDITIONAL NOTES

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D&D BEYOND

Druid	WIS	13	+5
SPELLCASTING CLASS	SPELLCASTING ABILITY	SPELL SAVE DC	SPELL ATTACK BONUS

PREP	SPELL NAME	SOURCE	SAVE/ATK	TIME	RANGE	COMP	DURATION	PAGE REF	NOTES
	=== CANTRIPS ===	(At Will)							
O	Guidance <C>	Druid	--	1A	Touch	V,S	Concentration, up to 1 minute	PHB 248	D: 1m, V/S
O	Frostbite	Druid	CON 13	1A	60 ft.	V,S	Instantaneous	EE 156	V/S
O	Shape Water	Bonus Cantrip	--	1A	30 ft./5 ft. Cube	S	Instantaneous	EE 164	5 ft. Cube, S
	=== 1st LEVEL ===	4 Slots OOOO							
O	Healing Word	Druid	--	1BA	60 ft.	V	Instantaneous	PHB 250	V
O	Entangle <C>	Druid	STR 13	1A	90 ft./20 ft. Square	V,S	Concentration, up to 1 minute	PHB 238	D: 1m, 20 ft. Square, V/S
O	Absorb Elements	Druid	--	1R	Self	S	1 round	EE 150	D: 1Rnd, S
O	Faerie Fire <C>	Druid	DEX 13	1A	60 ft./20 ft. Cube	V	Concentration, up to 1 minute	PHB 239	D: 1m, 20 ft. Cube, V
O	Goodberry	Druid	--	1A	Touch	V,S,M	Instantaneous	PHB 246	V/S/M
O	Animal Friendship	Druid	WIS 13	1A	30 ft.	V,S,M	24 hours	PHB 212	D: 24h, V/S/M
O	Charm Person	Druid	WIS 13	1A	30 ft.	V,S	1 hour	PHB 221	D: 1h, V/S
O	Create or Destroy Water	Druid	--	1A	30 ft./30 ft. Cube	V,S,M	Instantaneous	PHB 229	30 ft. Cube, V/S/M
O	Cure Wounds	Druid	--	1A	Touch	V,S	Instantaneous	PHB 230	V/S
O	Detect Magic [R]<C>	Druid	--	1A + 10m	Self/30 ft. Sphere	V,S	Concentration, up to 10 minutes	PHB 231	D: 10m, 30 ft. Sphere, V/S
O	Detect Poison and Disease [R]<C>	Druid	--	1A + 10m	Self/30 ft. Sphere	V,S,M	Concentration, up to 10 minutes	PHB 231	D: 10m, 30 ft. Sphere, V/S/M
O	Fog Cloud <C>	Druid	--	1A	120 ft./20 ft. Sphere	V,S	Concentration, up to 1 hour	PHB 243	D: 1h, 20 ft. Sphere, V/S
O	Jump	Druid	--	1A	Touch	V,S,M	1 minute	PHB 254	D: 1m, V/S/M
O	Longstrider	Druid	--	1A	Touch	V,S,M	1 hour	PHB 256	D: 1h, V/S/M
O	Purify Food and Drink [R]	Druid	--	1A + 10m	10 ft./5 ft. Sphere	V,S	Instantaneous	PHB 270	5 ft. Sphere, V/S
O	Speak with Animals [R]	Druid	--	1A + 10m	Self	V,S	10 minutes	PHB 277	D: 10m, V/S
O	Thunderwave	Druid	CON 13	1A	Self/15 ft. Cube	V,S	Instantaneous	PHB 282	15 ft. Cube, V/S
O	Beast Bond <C>	Druid	--	1A	Touch	V,S,M	Concentration, up to 10 minutes	EE 150	D: 10m, V/S/M
O	Earth Tremor	Druid	DEX 13	1A	10 ft.	V,S	Instantaneous	EE 155	V/S
O	Ice Knife	Druid	DEX 13 / +5	1A	60 ft./5 ft. Sphere	S,M	Instantaneous	EE 157	5 ft. Sphere, S/M
O	Snare	Druid	DEX 13	1m	Touch	S,M	8 hours	XGtE 165	D: 8h, S/M
O	Animal Friendship	Primal Connection	WIS 13	1A	30 ft.	V,S,M	24 hours	PHB 212	1/SR, D: 24h, V/S/M
O	Speak with Animals	Primal Connection	--	1A	Self	V,S	10 minutes	PHB 277	1/SR, D: 10m, V/S
	=== 2nd LEVEL ===	2 Slots OO							
O	Darkvision	Druid	--	1A	Touch	V,S,M	8 hours	PHB 230	D: 8h, V/S/M
P	Hold Person <C>	Druid (Always Prepared)	WIS 13	1A	60 ft.	V,S,M	Concentration, up to 1 minute	PHB 251	D: 1m, V/S/M
P	Spike Growth <C>	Druid (Always Prepared)	--	1A	150 ft./20 ft. Sphere	V,S,M	Concentration, up to 10 minutes	PHB 277	D: 10m, 20 ft. Sphere, V/S/M
O	Animal Messenger [R]	Druid	--	1A + 10m	30 ft.	V,S,M	24 hours	PHB 212	D: 24h, V/S/M
O	Barkskin <C>	Druid	--	1A	Touch	V,S,M	Concentration, up to 1 hour	PHB 217	D: 1h, V/S/M
O	Enhance Ability <C>	Druid	--	1A	Touch	V,S,M	Concentration, up to 1 hour	PHB 237	D: 1h, V/S/M
O	Find Traps	Druid	--	1A	120 ft.	V,S	Instantaneous	PHB 241	V/S
O	Flame Blade <C>	Druid	+5	1BA	Self	V,S,M	Concentration, up to 10 minutes	PHB 242	D: 10m, V/S/M
O	Flaming Sphere <C>	Druid	DEX 13	1A	60 ft./5 ft. Sphere	V,S,M	Concentration, up to 1 minute	PHB 242	D: 1m, 5 ft. Sphere, V/S/M
O	Gust of Wind <C>	Druid	STR 13	1A	Self	V,S,M	Concentration, up to 1 minute	PHB 248	D: 1m, V/S/M
O	Heat Metal <C>	Druid	--	1A	60 ft.	V,S,M	Concentration, up to 1 minute	PHB 250	D: 1m, V/S/M
O	Lesser Restoration	Druid	--	1A	Touch	V,S	Instantaneous	PHB 255	V/S
O	Locate Animals or Plants [R]	Druid	--	1A + 10m	Self	V,S,M	Instantaneous	PHB 256	V/S/M
O	Locate Object <C>	Druid	--	1A	Self	V,S,M	Concentration, up to 10 minutes	PHB 256	D: 10m, V/S/M
O	Moonbeam <C>	Druid	CON 13	1A	120 ft./5 ft. Cylinder	V,S,M	Concentration, up to 1 minute	PHB 261	D: 1m, 5 ft. Cylinder, V/S/M
O	Pass without Trace <C>	Druid	--	1A	Self	V,S,M	Concentration, up to 1 hour	PHB 264	D: 1h, V/S/M
O	Protection from Poison	Druid	--	1A	Touch	V,S	1 hour	PHB 270	D: 1h, V/S
O	Beast Sense [R]<C>	Druid	--	1A + 10m	Touch	S	Concentration, up to 1 hour	PHB 217	D: 1h, S
O	Dust Devil <C>	Druid	STR 13	1A	60 ft./5 ft. Cube	V,S,M	Concentration, up to 1 minute	EE 154	D: 1m, 5 ft. Cube, V/S/M

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Druid

SPELLCASTING CLASS

WIS	13	+5
SPELLCASTING ABILITY	SPELL SAVE DC	SPELL ATTACK BONUS

PREP	SPELL NAME	SOURCE	SAVE/ATK	TIME	RANGE	COMP	DURATION	PAGE REF	NOTES
O	Earthbind <C>	Druid	STR 13	1A	300 ft.	V	Concentration, up to 1 minute	EE 154	D: 1m, V
O	Skywrite [R]<C>	Druid	--	1A + 10m	Sight	V,S	Concentration, up to 1 hour	EE 165	D: 1h, V/S
O	Warding Wind <C>	Druid	--	1A	Self/10 ft. Sphere	V	Concentration, up to 10 minutes	EE 170	D: 10m, 10 ft. Sphere, V
O	Healing Spirit <C>	Druid	--	1BA	60 ft./5 ft. Cube	V,S	Concentration, up to 1 minute	XGtE 157	D: 1m, 5 ft. Cube, V/S
O	Summon Beast <C>	Druid	--	1A	90 ft.	V,S,M	Concentration, up to 1 hour	TCoE 109	D: 1h, V/S/M

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