

Argo Elderwood

CHARACTER NAME

Druid (1)

CLASS & LEVEL

Elf/wood elf

RACE

Folk Hero

BACKGROUND

Chaotic Good

ALIGNMENT

Leo

PLAYER NAME

EXPERIENCE POINTS

STRENGTH

-1

9

DEXTERITY

+5

20

CONSTITUTION

+2

14

INTELLIGENCE

-1

8

WISDOM

+2

15

CHARISMA

-2

6

INSPIRATION

+2

PROFICIENCY BONUS

- ☐ -1 Strength
- ☐ +5 Dexterity
- ☐ +2 Constitution
- ☒ +1 Intelligence
- ☒ +4 Wisdom
- ☐ -2 Charisma

SAVING THROWS

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

SKILLS

16

ARMOR CLASS

+5

INITIATIVE

35

SPEED

Hit Point Maximum 10

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d8

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

very protective of nature and the forest, has a strong dislike of people who would try to hurt the forest or even just be wasteful.

Dislikes high elves as well as nobility, believes money and wealth is one of the greatest corrupting forces of our world.

PERSONALITY TRAITS

All people should have the money to eat, wealth should be more equally distributed throughout the people

IDEALS

Has strong bonds with his village Veiswood, a hidden village of wood elves that was found and overtaken by rich high elves. Would do anything to protect his village and more specifically find a way to restore it to it's previous state before the invasion of high elves.

BONDS

Often to judgemental of others especially if someones rich or well off. Sees himself as a hero perhaps to a flaw.

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Longbow

+7

1d8 + 5 piercing

Dagger

+7

1d4 + 5 piercing

Spear

+1

1d6 - 1 piercing

ATTACKS & SPELLCASTING

14

PASSIVE WISDOM (PERCEPTION)

Tool Proficiencies: Alchemist's Supplies; Herbalism Kit; Land Vehicles

Weapon Proficiencies: Club; Dagger; Dart; Javelin; Longbow; Longsword; Mace; Quarterstaff; Scimitar; Shortbow; Shortsword; Sickle; Sling; Spear

Armor Proficiencies: Light; Medium; Shields

Language Proficiencies: Common; Druidic; Elvish

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

10

Clothes, common (1); Pot, iron (1); Wooden staff (1); Leather (1); Waterskin (1); Candle (10); Alms Box (1); Incense (2); Rations (1 day) (2); Censer (1); Vestements (1); Shovel (1); Tinderbox (1); Blanket (1); Backpack (1); Totem (1); Alchemist's Supplies (1); Explorer's Pack (1)

EQUIPMENT

Darkvision: 60 ft.
Immunities: magical-sleep

(additional features & traits on last page)

FEATURES & TRAITS



Argo Elderwood

CHARACTER NAME

89

AGE

hazel

EYES

5'9

HEIGHT

pale greenish

SKIN

140

WEIGHT

black (died)

HAIR



CHARACTER APPEARANCE

NAME


SYMBOL

ALLIES & ORGANIZATIONS

TREASURE

Argo comes from the small woodland village of Veiswood, a village hidden among a vast almost impenetrable magical forest, the village was peaceful and well off until an invasion of high elves who immediately re-purposed it into a mining town for their personal gain, destroying large portions of the local landscape in the process and keeping alot of the food hunted by the villagers for themselves. the village was overpowered and surrendered almost immediately however Argo started a small vigilante group known as the 'riding hoods' who hunted animals to feed the villagers and tried the best they could to stop mining operations from destroying the landscapes. However after a while the group became too much of a nuisance for the high elves who had invaded and Argo's whole faction was massacred after their base's location was leaked by one of their members, aside from the traitor Argo was the only survivor. Argo then fled the village vowing that one day he would return and liberate his village however for now he needed to escape and grow stronger (he also vowed revenge on the wood elf who betrayed him, the son of a family friend and Argo's best friend since birth Celas Seedwood)

CHARACTER BACKSTORY



Druid

SPELLCASTING CLASS

Wisdom

SPELLCASTING ABILITY

12

SPELL SAVE DC

+4

SPELL ATTACK BONUS

0

CANTRIPS

Druidcraft

Guidance

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

2

PREPARED

SPELL NAME

☐ Charm Person

☐ Create or Destroy Water

☐ Cure Wounds

☐ Detect Magic

☐ Detect Poison and Disease

☐ Entangle

☐ Faerie Fire

☐ Fog Cloud

☐ Healing Word

☐ Jump

☐ Longstrider

☐ Purify Food and Drink

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-----Other Traits-----

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Druidic. You can speak Druidic and use it to leave hidden message and automatically spot messages left by others.

Fey Ancestry. Advantage on charmed saves and immune to sleep magic.

Mask of the Wild.

You can attempt to hide even when you are only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

Trance. Trance 4 hrs. instead of sleep 8.

Trance. 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.

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| <div>Level-1 enchantment</div> <div>MORCPUB</div> <div>Charm Person</div> <div></div> <div>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.</div> <div>Druid DC 12 Mod +4</div> | <div>Level-1 transmutation</div> <div>MORCPUB</div> <div>Create or Destroy Water</div> <div></div> <div>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.</div> <div>Druid DC 12 Mod +4</div> | <div>Level-1 evocation</div> <div>MORCPUB</div> <div>Cure Wounds</div> <div></div> <div>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.</div> <div>Druid DC 12 Mod +4</div> |
| <div>Level-1 divination</div> <div>MORCPUB</div> <div>Detect Magic</div> <div></div> <div>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 it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.</div> <div>Druid DC 12 Mod +4</div> | <div>Level-1 divination</div> <div>MORCPUB</div> <div>Detect Poison and Disease</div> <div></div> <div>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 it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.</div> <div>Druid DC 12 Mod +4</div> | <div>Transmutation cantrip</div> <div>MORCPUB</div> <div>Druidcraft</div> <div></div> <div>Whispering to the spirits of nature, you create one of the following effects within range: • You create a tiny, harmless sensory effect that predicts what the weather will be at your location for the next 24 hours. The effect might manifest as a golden orb for clear skies, a cloud for rain, falling snowflakes for snow, and so on. This effect persists for 1 round. • You instantly make a flower blossom, a seed pod open, or a leaf bud bloom. • You create an instantaneous, harmless sensory effect, such as falling leaves, a puff of wind, the sound of a small animal, or the faint odor of skunk. The effect must fit in a 5-foot cube. • You instantly light or snuff out a candle, a torch, or a small campfire.</div> <div>Druid DC 12 Mod +4</div> |
| <div>Level-1 conjuration</div> <div>MORCPUB</div> <div>Entangle</div> <div></div> <div>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.</div> <div>Druid DC 12 Mod +4</div> | <div>Level-1 evocation</div> <div>MORCPUB</div> <div>Faerie Fire</div> <div></div> <div>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.</div> <div>Druid DC 12 Mod +4</div> | <div>Level-1 conjuration</div> <div>MORCPUB</div> <div>Fog Cloud</div> <div></div> <div>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.</div> <div>Druid DC 12 Mod +4</div> |

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| <div>Divination cantrip</div> <div>MORCPUB</div> <div>Guidance</div> <div>1 act. Touch V,S Conc, 1 min</div> <div>You touch one willing creature. Once before the spell ends, the target can roll a d4 and add the number rolled to one ability check of its choice. It can roll the die before or after making the ability check. The spell then ends.</div> <div>Druid DC 12 Mod +4</div> | <div>Level-1 evocation</div> <div>MORCPUB</div> <div>Healing Word</div> <div>1 b.a. 60 ft V Inst</div> <div>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.</div> <div>Druid DC 12 Mod +4</div> | <div>Level-1 transmutation</div> <div>MORCPUB</div> <div>Jump</div> <div>1 act. Touch V,S,M 1 min</div> <div>You touch a creature. The creature's jump distance is tripled until the spell ends.</div> <div>Druid DC 12 Mod +4</div> |
| <div>Level-1 transmutation</div> <div>MORCPUB</div> <div>Longstrider</div> <div>1 act. Touch V,S,M 1 hr</div> <div>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.</div> <div>Druid DC 12 Mod +4</div> | <div>Level-1 transmutation</div> <div>MORCPUB</div> <div>Purify Food and Drink</div> <div>1 act. 10 ft V,S Inst</div> <div>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.</div> <div>Druid DC 12 Mod +4</div> | <div>Level-1 divination</div> <div>MORCPUB</div> <div>Speak with Animals</div> <div>1 act. Self V,S 10 mins</div> <div>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 GM's discretion.</div> <div>Druid DC 12 Mod +4</div> |
| <div>Level-1 evocation</div> <div>MORCPUB</div> <div>Thunderwave</div> <div>1 act. Self V,S Inst</div> <div>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.</div> <div>Druid DC 12 Mod +4</div> | | |

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