

Dryna Adelaide

CHARACTER NAME

Druid (1)

CLASS & LEVEL

Half-Fey

RACE

Outlander

BACKGROUND

Neutral Good

ALIGNMENT

Alis

PLAYER NAME

0

EXPERIENCE POINTS

STRENGTH

8

-1

DEXTERITY

10

0

CONSTITUTION

11

0

INTELLIGENCE

11

0

WISDOM

18

+4

CHARISMA

15

+2

INSPIRATION

+2

PROFICIENCY BONUS

- ☐ -1 Strength
- ☐ 0 Dexterity
- ☐ 0 Constitution
- ☒ +2 Intelligence
- ☒ +6 Wisdom
- ☐ +2 Charisma

SAVING THROWS

- ☐ 0 Acrobatics (Dex)
- ☐ +4 Animal Handling (Wis)
- ☐ 0 Arcana (Int)
- ☒ +1 Athletics (Str)
- ☐ +2 Deception (Cha)
- ☐ 0 History (Int)
- ☒ +6 Insight (Wis)
- ☐ +2 Intimidation (Cha)
- ☐ 0 Investigation (Int)
- ☐ +4 Medicine (Wis)
- ☒ +2 Nature (Int)
- ☐ +4 Perception (Wis)
- ☐ +2 Performance (Cha)
- ☐ +2 Persuasion (Cha)
- ☐ 0 Religion (Int)
- ☐ 0 Sleight of Hand (Dex)
- ☐ 0 Stealth (Dex)
- ☒ +6 Survival (Wis)

SKILLS

11

ARMOR CLASS

0

INITIATIVE

30

SPEED

Hit Point Maximum 8

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d8

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Dagger

+2

1d4 piercing

Shortbow

0

1d6 piercing

ATTACKS & SPELLCASTING

Darkvision: 60 ft.

(additional features & traits on last page)

14

PASSIVE WISDOM (PERCEPTION)

Tool Proficiencies: Herbalism Kit; Horn

Weapon Proficiencies: Club; Dagger; Dart; Javelin; Mace; Quarterstaff; Scimitar; Sickle; Sling; Spear

Armor Proficiencies: Light; Medium; Shields

Language Proficiencies: Common; Druidic; Dwarvish; Elvish; Sylvan

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

10

Leather (1); Hunting trap (1); Waterskin (1); Horn (1); Bedroll (1); Rations (1 day) (10); Rope, hempen (1); Tinderbox (1); Clothes, traveler's (1); Mess kit (1); Backpack (1); Torch (10); Sprig of mistletoe (1); Explorer's Pack (1)

EQUIPMENT

FEATURES & TRAITS



**SPELLCASTING  
CLASS**

# Wisdom

## SPELLCASTING ABILITY

14

SPELL SAVE DC

**+6**

### SPELL ATTACK BONUS

0

## CANTRIPS

## Druidcraft

Mending

## Thorn Whip

SPELL  
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

2

PREPARED

SPELL NAME

- ☐ Absorb Elements
- ☐ Animal Friendship
- ☐ Beast Bond
- ☐ Charm Person
- ☐ Create or Destroy Water
- ☐ Cure Wounds
- ☐ Detect Magic
- ☐ Detect Poison and Disease
- ☐ Earth Tremor
- ☐ Entangle
- ☐ Faerie Fire
- ☐ Fog Cloud

2

3

6

4

7

8

5

9



# Druid, Half-Fey

SPELLCASTING  
CLASS

Wisdom

SPELLCASTING  
ABILITY

14

SPELL SAVE DC

+6

SPELL ATTACK  
BONUS

0

CANTRIPS

3

6

SPELL  
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

2

PREPARED

SPELL NAME

- ☐ Goodberry
- ☐ Guiding Hand
- ☐ Healing Word
- ☐ Ice Knife
- ☐ Jump
- ☐ Longstrider
- ☐ Purify Food and Drink
- ☐ Snare
- ☐ Speak with Animals
- ☐ Thunderwave
- ☐ Wild Cunning
- ☐

2

4

7

8

5

9

SPELLS KNOWN

## -----Other Traits-----

Born of the Land. Whenever you make a Wisdom (Nature) check related to weather conditions or natural terrain features, you are considered proficient in the Nature skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus. .

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

Fey Ancestry. You cannot be charmed and magic can ' t put you to sleep.

Trance. You don ' t need to sleep. Instead, you meditate deeply, remaining semiconscious, for 4 hours a day. 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.

Wanderer. You have an excellent memory for maps and geography, and you can always recall the general layout of terrain, settlements, and other features around you. in addition, you can find food and fresh water for yourself and up to five other people each day, provided that the land offers berries, small game, water, and so forth. .

<p>Level-1 abjuration</p> <p><b>Absorb Elements</b></p> <p>1 react. Self S 1 rnd</p> <p>The spell captures some of the incoming energy, lessening its effect on you and storing it for your next melee attack. You have resistance to the triggering damage type until the start of your next turn. Also, the first time you hit with a melee attack on your next turn, the target takes an extra 1d6 damage of the triggering type, and the spell ends. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each slot level above 1st.</p> <p><b>Druid</b> DC 14 Mod +6</p>	<p>Level-1 enchantment</p> <p><b>Animal Friendship</b></p> <p>1 act. 30 ft V,S,M 24 hrs</p> <p>This spell lets you convince a beast that you mean it no harm. Choose a beast that you can see within range. It must see and hear you. If the beast's Intelligence is 4 or higher, the spell fails. Otherwise, the beast must succeed on a Wisdom saving throw or be charmed by you for the spell's duration. If you or one of your companions harms the target, the spell ends. At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, you can affect one additional beast for each slot level above 1st.</p> <p><b>Druid</b> DC 14 Mod +6</p>	<p>Level-1 divination</p> <p><b>Beast Bond</b></p> <p>1 act. Touch V,S,M Conc, 10 mins</p> <p>You establish a telepathic link with one beast you touch that is friendly to you or charmed by you. The spell fails if the beast's Intelligence is 4 or higher. Until the spell ends, the link is active while you and the beast are within line of sight of each other. Through the link, the beast can understand your telepathic messages to it, and it can telepathically communicate simple emotions and concepts back to you. While the link is active, the beast gains advantage on attack rolls against any creature within 5 feet of you that you can see.</p> <p><b>Druid</b> DC 14 Mod +6</p>
<p>Level-1 enchantment</p> <p><b>Charm Person</b></p> <p>1 act. 30 ft V,S 1 hr</p> <p>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.</p> <p><b>Druid</b> DC 14 Mod +6</p>	<p>Level-1 transmutation</p> <p><b>Create or Destroy Water</b></p> <p>1 act. 30 ft V,S,M Inst</p> <p>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.</p> <p><b>Druid</b> DC 14 Mod +6</p>	<p>Level-1 evocation</p> <p><b>Cure Wounds</b></p> <p>1 act. Touch V,S Inst</p> <p>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.</p> <p><b>Druid</b> DC 14 Mod +6</p>
<p>Level-1 divination</p> <p><b>Detect Magic</b></p> <p>1 act. Self V,S Conc, 10 mins</p> <p>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.</p> <p><b>Druid</b> DC 14 Mod +6</p>	<p>Level-1 divination</p> <p><b>Detect Poison and Disease</b></p> <p>1 act. Self V,S,M Conc, 10 mins</p> <p>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.</p> <p><b>Druid</b> DC 14 Mod +6</p>	<p>Level-1 evocation</p> <p><b>Earth Tremor</b></p> <p>1 act. 10 ft V,S Inst</p> <p>You cause a tremor in the ground within range. Each creature other than you in that area must make a Dexterity saving throw. On a failed save, a creature takes 1d6 bludgeoning damage and is knocked prone. If the ground in that area is loose earth or stone, it becomes difficult terrain until cleared, with each 5-foot-diameter portion requiring at least 1 minute to clear by hand. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.</p> <p><b>Druid</b> DC 14 Mod +6</p>

<p>Level-1 conjuration</p> <p><b>Entangle</b></p> <p>1 act. 90 ft V,S Conc, 1 min</p> <p>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.</p> <p><b>Druid</b> DC 14 Mod +6</p>	<p>Level-1 evocation</p> <p><b>Faerie Fire</b></p> <p>1 act. 60 ft V Conc, 1 min</p> <p>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.</p> <p><b>Druid</b> DC 14 Mod +6</p>	<p>Level-1 conjuration</p> <p><b>Fog Cloud</b></p> <p>1 act. 120 ft V,S Conc, 1 hr</p> <p>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.</p> <p><b>Druid</b> DC 14 Mod +6</p>
<p>Level-1 transmutation</p> <p><b>Goodberry</b></p> <p>1 act. Touch V,S,M Inst</p> <p>Up to ten berries appear in your hand and are infused with magic for the duration. A creature can use its action to eat one berry. Eating a berry restores 1 hit point, and the berry provides enough nourishment to sustain a creature for one day. The berries lose their potency if they have not been consumed within 24 hours of the casting of this spell.</p> <p><b>Druid</b> DC 14 Mod +6</p>	<p>Level-1 divination</p> <p><b>Guiding Hand</b></p> <p>1 min 5 ft V,S Conc, 8 hrs</p> <p>You create a Tiny incorporeal hand of shimmering light in an unoccupied space you can see within range. The hand exists for the duration, but it disappears if you teleport or you travel to a different plane of existence. When the hand appears, you name one major landmark, such as a city, mountain, castle, or battlefield on the same plane of existence as you. Someone in history must have visited the site and mapped it. If the landmark appears on no map in existence, the spell fails. Otherwise, whenever you move toward the hand, it moves away from you at the same speed you moved, and it moves in the direction of the landmark, always remaining 5 feet away from you. If you don't move toward the hand, it remains in place until you do and beckons for you to follow once every 1d4 minutes.</p> <p><b>Druid</b> DC 14 Mod +6</p>	<p>Level-1 evocation</p> <p><b>Healing Word</b></p> <p>1 b.a. 60 ft V Inst</p> <p>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.</p> <p><b>Druid</b> DC 14 Mod +6</p>
<p>Level-1 conjuration</p> <p><b>Ice Knife</b></p> <p>1 act. 60 ft S,M Inst</p> <p>You create a shard of ice and fling it at one creature within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 piercing damage. Hit or miss, the shard then explodes. The target and each creature within 5 feet of it must succeed on a Dexterity saving throw or take 2d6 cold damage. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the cold damage increases by 1d6 for each slot level above 1st.</p> <p><b>Druid</b> DC 14 Mod +6</p>	<p>Level-1 transmutation</p> <p><b>Jump</b></p> <p>1 act. Touch V,S,M 1 min</p> <p>You touch a creature. The creature's jump distance is tripled until the spell ends.</p> <p><b>Druid</b> DC 14 Mod +6</p>	<p>Level-1 transmutation</p> <p><b>Longstrider</b></p> <p>1 act. Touch V,S,M 1 hr</p> <p>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.</p> <p><b>Druid</b> DC 14 Mod +6</p>

<div>Transmutation cantrip</div> <div>MENDING</div> <div>1 min Touch V,S,M Inst</div> <div>This spell repairs a single break or tear in an object you touch, such as a broken chain link, two halves of a broken key, a torn cloak, or a leaking wineskin. As long as the break or tear is no larger than 1 foot in any dimension, you mend it, leaving no trace of the former damage. This spell can physically repair a magic item or construct, but the spell can't restore magic to such an object.</div> <div>Druid DC14 Mod+6</div>	<div>Level-1 transmutation</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 DC14 Mod+6</div>	<div>Level-1 abjuration</div> <div>SNARE</div> <div>1 min Touch S,M 8 hrs</div> <div>As you cast this spell, you use the rope to create a circle with a 5-foot radius on the ground or the floor. When you finish casting, the rope disappears and the circle becomes a magic trap. This trap is nearly invisible, requiring a successful Intelligence (Investigation) check against your spell save DC to be discerned. The trap triggers when a Small, Medium, or Large creature moves onto the ground or the floor in the spell's radius. That creature must succeed on a Dexterity saving throw or be magically hoisted into the air, leaving it hanging upside down 3 feet above the ground or the floor. The creature is restrained there until the spell ends. A restrained creature can make a Dexterity saving throw at the end of each of its turns, ending the effect on itself on a success. Alternatively, the creature or someone else who can reach it can use an action to make an Intelligence (Arcana) check against your spell</div> <div>Druid DC14 Mod+6</div>
<div>Level-1 divination</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 DC14 Mod+6</div>	<div>Transmutation cantrip</div> <div>THORN WHIP</div> <div>1 act. 30 ft V,S,M Inst</div> <div>You create a long, vine-like whip covered in thorns that lashes out at your command toward a creature in range. Make a melee spell attack against the target. If the attack hits, the creature takes 1d6 piercing damage, and if the creature is Large or smaller, you pull the creature up to 10 feet closer to you. This spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).</div> <div>Druid DC14 Mod+6</div>	<div>Level-1 evocation</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 DC14 Mod+6</div>
<div>Level-1 transmutation</div> <div>WILD CUNNING</div> <div>1 act. 120 ft V,S Inst</div> <div>You call out to the spirits of nature to aid you. When you cast this spell, choose one of the following effects: • If there are any tracks on the ground within range, you know where they are, and you make Wisdom (Survival) checks to follow these tracks with advantage for 1 hour or until you cast this spell again. • If there is edible forage within range, you know it and where to find it. • If there is clean drinking water within range, you know it and where to find it. • If there is suitable shelter for you and your companions with range, you know it and where to find it. • Send the spirits to bring back wood for a fire and to set up a campsite in the area using your supplies. The spirits build the fire in a circle of stones, put up tents, unroll bedrolls, and put out any rations and water for consumption. • Have the spirits instantly break down a campsite, which includes putting out a fire, taking down tents, packing up bags, and burying any</div> <div>Druid DC14 Mod+6</div>	<div>Transmutation cantrip</div> <div>DRUIDCRAFT</div> <div>1 act. 30 ft V,S Inst</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>Half-Fey DC14 Mod+6</div>	

**Snare** (reverse)

save DC. On a success, the restrained effect ends. After the trap is triggered, the spell ends when no creature is restrained by it.

**Wild Cunning** (reverse)  
rubbish.