Chrone of the Wood

CHARACTER NAME

Wood Elf	Folk Hero
RACE	BACKGROUND
Lawful good	n.a.
ALIGNMENT	EXPERIENCE POINTS

Druid

3

Circle of the Moon

DRUID CIRCLE

2 PROFICIENCY

0 INSPIRATION

PASSIVE PERCEPTION 15

PASSIVE INSIGHT 13

STRENGTH	12	1	SAVING THROWS
		1	ATHLETICS
DEXTERITY	14	2	SAVING THROWS
		2	ACROBATICS
		2	SLEIGHT OF HAND
		2	STEALTH
CONSTITUTION	12	1	SAVING THROWS
INTELLIGENCE	12	3	SAVING THROWS
		3	ARCANA
		1	HISTORY
		1	INVESTIGATION
		1	NATURE
		1	RELIGION
WISDOM	16	5	SAVING THROWS
		7	ANIMAL HANDLING
		3	INSIGHT
		3	MEDICINE
		5	PERCEPTION
		5	SURVIVAL
CHARISMA	10	0	SAVING THROWS
		0	DECEPTION
		0	INTIMIDATION
		0	PERFORMANCE
		0	PERSUASION

AC 12 (2)

INITIATIVE +2

SPEED 35ft

Hit Point Maximum: 16

16

Temporary Hit Points: 0

HIT DICE: Used 0 / Total 3 (d10)

DEATH SAVES: SUCCESSES / FAILURES

NAME	ATK BONUS	DAMAGE/TYPE
Scimitar	+1	1d6 slashing

SPELL ATTACK BONUS 5

SPELL SAVE DC 13

WILDSHAPE: Used 0 / Total 2 (1 MAX CR)

FEATURE (LEVEL 2)

You can use your action to magically assume the shape of a beast that you have seen before. You can use this feature twice. You regain expended uses when you finish a short or long rest.

You can stay in a beast shape for a number of hours equal to half your druid level (rounded down). You then revert to your normal form unless you expend another use of this feature. You can revert to your normal form earlier by using a bonus action on your turn. You automatically revert if you fall unconscious, drop to 0 hit points, or die.

Level	Max CR	Limitations	Example
2nd	1	-	-
6	2	-	-
9	3	-	-

DRUID CIRCLE FEATURE (LEVEL 2)

Circle Forms:

CR starts at 1.

DRUID CIRCLE FEATURE (LEVEL 6)

Primal Strike:

All attacks in Wild Shape bypass resistances and

DRUID CIRCLE FEATURE (LEVEL 10)

DRUID CIRCLE FEATURE (LEVEL 14)

TIMELESS BODY (LEVEL 18)

For every 10 years that pass, your body ages only 1 year.

BEAST SPELLS (LEVEL 18)

You can cast many of your druid spells when in Wild Shape.
You can perform the somatic and verbal components while in a beast shape, but you aren't able to provide material components.

ARCHDRUID (LEVEL 20)

You can use your Wild Shape an unlimited number of times.

BEASTS SHAPES KNOWN

Giant Eagle, Brown Bear

FAVOURITE SPELLS

NAME	RANGE	CASTING TIME	SAVE
		C	
		C	
		C	
		C	

SPELL SLOTS

1st	2nd	3rd	4th	5th	6th	7th	8th	9th
●	●	○	○	○	○	○	○	○
●	●	○	○	○	○	○		
●	○	○	○	○				
●								

Cantrips Known 2

CANTRIPS & SPELLS KNOWN

Level	R			
C	○	Thunderclap	○	
C	○	Magic Stones	○	
1	○	Snare	○	
1	○	Thunderwave	○	
1	○	Ice Knife	○	
1	○	Cure Wounds	○	
2	○		○	
2	○		○	

RACIAL TRAITS

Darkvision, Keen Senses, Fey Ancestry (adv against charming and no sleeping), Trance, Fleet of Foot, Mask of Wild (can hide in nature)

PROFICIENCIES

LIGHT ARMOUR ●
SIMPLE WEAPONS ○
MEDIUM ARMOUR ●
MARTIAL WEAPONS ○
HEAVY ARMOUR ○
SHIELDS ◉

LANGUAGES

Druidic, Common, Elvish

TOOLS & OTHER PROFICIENCIES

Herbalism Kit, Clubs, daggers, darts, javelins, maces, quarterstaffs, scimitars, sickles, slings, spears, long- short bow, long- shortsword, artisans tools