

DUNGEONS & DRAGONS

CHARACTER NAME

CHARACTER LEVEL, RACE, & CLASS

EXPERIENCE

BACKGROUND

ALIGNMENT

DEITY

PLAYER NAME

STRENGTH

PROFICIENCY BONUS

- ☐ Strength
- ☐ Dexterity
- ☐ Constitution
- ☐ Intelligence
- ☐ Wisdom
- ☐ Charisma

CONDITIONAL

SAVING THROWS

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

SKILLS

PASSIVE PERCEPTION

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

ARMOR

SHIELD

AC

ARMOR CLASS

MAXIMUM

HIT DICE

TEMPORARY

CURRENT HIT POINTS

DEATH SAVING THROWS

SPEED

FLY

CLIMB

SWIM

VISION

INSPIRATION

EXHAUSTION

SPEED, SENSES, & CONDITIONS

Bite. Your fanged maw is a natural weapon, which you can use to make unarmed strikes. 1d6+1 piercing damage.

Cunning Artisan. As part of a short rest, you can harvest bone and hide from a slain beast, construct, dragon, monstrosity, or plant creature.

Hold Breath. You can hold your breath for up to 15 minutes at a time.

Natural Armor. You have tough, scaly skin. When you aren't wearing armor, your AC is 15.

Hungry Jaws. As a bonus action, you can make a special attack with your bite. If the attack hits, it deals its normal damage, and you gain 3 temporary hit points. 1/ short rest.

RACIAL TRAITS

INITIATIVE

NAME RANGE ATTACK DAMAGE / TYPE

ATTACKS & SPELLCASTING

Cantrip Caster. When you cast a cantrip that requires you to make a ranged attack roll, the cantrip's range is doubled. If a cantrip has a range of touch, you can instead cast it with a range of 30 feet. If a cantrip deals damage, it deals extra damage equal to your spellcasting modifier. When casting a cantrip with a casting time of one action, you can choose to cast it twice, instead of once, as a single action. Once you use this feature, you must finish a short or long rest before you can use it again.

Cleric. Spellcasting ability: Wisdom.

Medic. During a short rest, you can clean and bind the wounds of up to six willing beasts and humanoids. Make a DC 15 Wisdom (Medicine) check for each creature. On a success, if a creature spends a Hit Die during this rest, that creature can forgo the roll and instead regain the maximum number of hit points the die can restore. A creature can do so only once per rest, regardless of how many Hit Dice it spends.

Cook's Bag. A bag that magically preserves not only your morsels, but also the ingredients required to make them. You must replenish these ingredients at least once every 30 days. When you do so, you can buy 10 gp worth of food from a market, or you can spend 8 hours scavenging food from your surroundings. If you lose this bag, you can spend 8 hours to create a new one by expending 100 gp worth of leather, gems, and other raw materials.

Morsel. You can make 3 morsels every rest and your Morsel DC is 14. Feeding a morsel takes an action. A creature can only have one morsel effect at any given time.

Hardened Bread. The target must make a Strength saving throw. On fail, it takes 2d6 bludgeoning damage and has disadvantage on attack rolls until the start of your next turn. On success, the creature takes half damage and doesn't have disadvantage. (Can be made with Order Up).

Packed Protein. For 1 min, the target adds 1d4 to all damage rolls and ability checks made with Strength. (Can be made with Order Up).

Invigorating Juices. The target gains 2d8 temporary hit points for 1 min. (Can be made with Order Up).

Sugar Crystals. The target's speed increases by 5 ft for 10 min. (Can be made with Order Up).

Frosted Grapes. For 1 min, the target adds 1d4 to all damage rolls and ability checks they make using Dexterity.

Smelling Salts (Action). Allow a creature in melee to repeat a saving throw to break a charmed or frightened condition.

Cook Archetype.

Sous Chef. Sous Chef believes that their allies are more than worthy of their cooking.

We Deliver. You can feed morsels to allies in a 60 ft range and if their mouth is not covered. Feeding a morsel at touch range can be done as a bonus action.

Druidic. You can use it to leave hidden messages. You and others who know this language automatically spot such a message. Others spot the message's presence with a successful DC 15 Perception check but can't decipher it without magic.

Spellcasting. You can cast druid spells as rituals. You can prepare 7 spells from the druid spell list. You can use a druidic focus as your spellcasting focus.

Wildshape (Action—2/Short Rest). You can magically assume the shape of a beast that you have seen before. You can stay in a beast shape for 2 hours. 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.

Balm of the Summer Court (Bonus Action—4d6/long rest). Choose a creature within 120ft and expend and roll up to 2 fey energy die. The target regains that much HP, and 1 temporary HP per die spent.

FEATURES & TRAITS

Armor Proficiencies. Light Armor, Medium Armor, Shields

Weapon Proficiencies. Simple Weapons, Crossbow, Hand, Longsword, Rapier, Shortsword

Tool Proficiencies. Thieves' tools, Cook's utensils

Languages. Common, Draconic, Infernal, Druidic

PROFICIENCIES & LANGUAGES



CHARACTER NAME

GENDER

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER PORTRAIT

ALLIES & ORGANIZATIONS

NAME

SYMBOL

PERSONALITY TRAITS

IDEAL

BOND

FLAW

You are able to find enough food and water for yourself and up to 5 other people to survive whilst in Hell – though often is it unpleasant or unpalatable. You are also able to always find or cobble together a rudimentary set of tools for any trade from scraps, cast offs and detritus. These are poor tools, and any checks with them are made at disadvantage.

BACKGROUND FEATURE

TRINKET

BACKGROUND STORY

ADDITIONAL FEATURES

[illegible][illegible]

LV 3 - Adaptive Digestion

Whenever you incorporate a creature or componenet in your meal, you gain the attributes of that Item/ creature. The attribute you gain is determined by the DM. You may only gain 1 attribute every 2 long rests.

NOTES

Alchemical Cooking Set

You may incorporate food items that are usually not viable for consumption such as rocks and acid.

NOTES

Guidance

Divination Cantrip

CASTING TIME	1 action
RANGE	Touch
DURATION	Concentration, up to 1 minute
COMPONENTS	V, S

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.

Spellcasting (Druid)

Player's Handbook

Pacify

Evocation Cantrip

CASTING TIME	1 action
RANGE	Touch
DURATION	Instantaneous
COMPONENTS	V, S

When you have at least one Hit Die remaining, you may touch a willing creature and spend a single hit die, healing your target for that amount + your Constitution modifier. A creature can only receive the benefit of this spell once per long rest.

Spellcasting (Druid)

Grimlore's Grimoire

Reassurance

Enchantment Cantrip

CASTING TIME	1 action
RANGE	Touch
DURATION	Concentration, up to 1 minute
COMPONENTS	V, S

You touch one willing creature. Once before the spell ends, the target can roll a d4 and add the number rolled to one attack roll of its choice. It can roll the die before or after making the attack roll. The spell then ends.

Spellcasting (Druid)

Grimlore's Grimoire

Virtue

Abjuration Cantrip

CASTING TIME	1 action
RANGE	Touch
DURATION	1 round
COMPONENTS	V, S

You touch one creature, imbuing it with vitality. If the target has at least 1 hit point, it gains a number of temporary hit points equal to 1d4 + your spellcasting ability modifier. The temporary hit points are lost when the spell ends.

Cleric

UA: Starter Spells

Goodberry

1st-level transmutation

CASTING TIME	1 action
RANGE	Touch
DURATION	Instantaneous
COMPONENTS	V, S, M (a sprig of mistletoe)

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.

Prepared (Druid)

Player's Handbook

Healing Word

1st-level evocation

CASTING TIME	1 bonus action
RANGE	60 feet
DURATION	Instantaneous
COMPONENTS	V

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.

Prepared (Druid)

Player's Handbook

Purify Food and Drink

1st-level transmutation (ritual)

CASTING TIME	1 action
RANGE	10 feet
DURATION	Instantaneous
COMPONENTS	V, S

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.

Prepared (Druid)

Player's Handbook

Healing Spirit

2nd-level conjuration

CASTING TIME	1 bonus action
RANGE	60 feet
DURATION	Concentration, up to 1 minute
COMPONENTS	V, S

You call forth a nature spirit to soothe the wounded. The intangible spirit appears in a space that is a 5-foot cube you can see within range. The spirit looks like a transparent beast or fey (your choice). Until the spell ends, whenever you or a creature you can see moves into the spirit's space for the first time on a turn or starts its turn there, you can cause the spirit to restore 1d6 hit points to that creature (no action required). The spirit can't heal constructs or undead. The spirit can heal a number of times equal to 1 + your spellcasting ability modifier (minimum of twice). After healing that number of times, the spirit disappears.

As a bonus action on your turn, you can move the Spirit up to 30 feet to a space you can see.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the healing increases by 1d6 for each slot level above 2nd.

Prepared (Druid)

Xanathar's Guide to Everything

Lesser Restoration

2nd-level abjuration

CASTING TIME	1 action
RANGE	Touch
DURATION	Instantaneous
COMPONENTS	V, S

You touch a creature and can end either one disease or one condition afflicting it. The condition can be blinded, deafened, paralyzed, or poisoned.

Prepared (Druid)

Player's Handbook

Replenish

2nd-level evocation

CASTING TIME

1 action

RANGE

Touch

DURATION

Instantaneous

COMPONENTS

V, S

With the turn of seasons, the cycle of life renews.

When you cast this spell, you touch an allied creature that you can see. The target surges with vital force, gaining 2d6 temporary hit points. These temporary hit points are lost whenever the target finishes a short or long rest. The target is also cured of the poisoned condition.

At Higher Levels. When you cast this spell using a slot of 3rd level or higher, the temporary hit points gained increases by 1d6 per slot level above 2nd.

Prepared (Druid)

The Compendium of Forgotten Secrets

Soothsayer's Shield

2nd-level divination (combat)

CASTING TIME

1 reaction, when you are hit by an attack

RANGE

Self

DURATION

Instantaneous

COMPONENTS

V, S

This spell can be cast when you are hit by an enemy's attack. Until the start of your next turn, you have a +4 bonus to AC, including against the triggering attack.

Prepared (Druid)

Deep Magic: Combat Divination

RANGE

ATTACK

DAMAGE

Your fanged maw is a natural weapon, which you can use to make unarmed strikes. If you hit with it, you deal piercing damage equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

As part of a short rest, you can harvest bone and hide from a slain beast, construct, dragon, monstrosity, or plant creature of size Small or larger to create one of the following items: a shield, a club, a javelin, or 1d4 darts or blowgun needles. To use this trait, you need a blade, such as a dagger, or appropriate artisan's tools, such as leatherworker's tools.

You can hold your breath for up to 15 minutes at a time.

You have tough, scaly skin. When you aren't wearing armor, your AC is 13 + your Dexterity modifier. You can use your natural armor to determine your AC if the armor you wear would leave you with a lower AC. A shield's benefits apply as normal while you use your natural armor.

In battle, you can throw yourself into a vicious feeding frenzy. As a bonus action, you can make a special attack with your bite. If the attack hits, it deals its normal damage, and you gain temporary hit points (minimum of 1) equal to your Constitution modifier, and you can't use this trait again until you finish a short or long rest.

Prerequisites: Intelligence, Wisdom, or Charisma 13 or higher

Choose a class: bard, cleric, druid, sorcerer, warlock, or wizard. You learn a one cantrip of your choice from that class's spell list. Your spellcasting ability for this cantrip depends on the class you chose: Charisma for bard, sorcerer, or warlock; Wisdom for cleric or druid; or Intelligence for wizard. When you cast a cantrip, you can choose to gain the following benefits:

- When you cast a cantrip that requires you to make a ranged attack roll, the cantrip's range is doubled.
- If a cantrip has a range of touch, you can instead cast it with a range of 30 feet.
- If a cantrip deals damage, it deals extra damage equal to your spellcasting modifier.
- When casting a cantrip with a casting time of one action, you can choose to cast it twice, instead of once, as a single action. Once you use this feature, you must finish a short or long rest before you can use it again.

You learn one cantrip of your choice from the cleric's spell list.

Your spellcasting ability for this cantrip is Wisdom.

You master the physician's arts, gaining the following benefits:

- Increase your Wisdom score by 1, to a maximum of 20
- You gain proficiency in the Medicine skill. If you are already proficient in the skill, you add double your proficiency bonus to checks you make with it.
- During a short rest, you can clean and bind the wounds of up to six willing beasts and humanoids. Make a DC 15 Wisdom (Medicine) check for each creature. On a success, if a creature spends a Hit Die during this rest, that creature can forgo the roll and instead regain the maximum number of hit points the die can restore. A creature can do so only once per rest, regardless of how many Hit Dice it spends.

At first level, you craft a Cook's Bag, a bag that magically preserves not only your morsels, but also the ingredients required to make them. You must replenish these ingredients at least once every 30 days. When you do so, you can buy 10 gp worth of food from a market, or you can spend 8 hours scavenging food from your surroundings. If you lose this bag, you can create a new one by expending 100 gp worth of leather, gems, and other raw materials. Doing so takes 8 hours of work.

Years of cooking have taught you that every meal has that one perfect bite, a morsel where all the ingredients mix together into something truly special. You have learned how to instill this morsel with magical effects dependent on the ingredients of the morsel. Creatures that ingest your morsels are given these effects.

Choose three morsels of your choice. These are the morsels that you can prepare. A creature can only be under the effects of one morsel at a time. If a creature is under the effects of a morsel, and they ingest another morsel, the original effect ends. You learn how to prepare additional types of morsels as you level. Each time you gain a level, you can replace one morsel you know with a different one.

You can cook a number of morsels equal to your Constitution modifier every short or long rest. You can cook the same type of morsel more than once. All morsels are stored in your Cook's Bag and expire if taken out for longer than 6 seconds, or the next time you cook morsels. You can use your action to feed a morsel to a creature. When you do so, you reach into your Cook's bag, pull out a morsel, and feed it to a conscious creature you can touch. They ingest it immediately. You must have a free hand to feed a morsel.

Morsel save DC = 8 + your proficiency bonus + your Constitution modifier

Creatures who do not have mouths or analogous orifices can still be affected by your morsels. Mere contact with your morsels imparts a weakened effect. If a creature cannot ingest your morsel, it has advantage on any saving throws it makes against the morsel's effect.

Bread baked to be harder than stone. When ingested, it breaks into chunks and clogs the throat. The target must make a Strength saving throw. On a failed save, it takes 1d6 bludgeoning damage and has disadvantage on attack rolls until the start of your next turn. On a successful save, the creature takes half as much damage and doesn't have disadvantage.

The morsel's damage increases by 1d6 when you reach certain levels in this class: 4th level (2d6), 7th level (3d6), 9th level (4d6), 13th level (5d6), 17th level (6d6), and 20th level (7d6).

A fried chicken leg. When ingested, it feeds the muscles at an enhanced rate. For 1 minute, the target adds 1d4 to all damage rolls and ability checks they make using Strength.

The die rolled for this morsel increases when you reach certain levels in this class: 10th level (1d6), 15th level (1d8), 20th level (1d10).

A delectable fruit sloshing with good juices. When ingested, the juices bolster the body's constitution. The target gains 1d8 temporary hit points for 1 minute.

The number of temporary hit points gained from this morsel increases by 1d8 when you reach certain levels in this class: 4th level (2d8), 7th level (3d8), 9th level (4d8), 13th level (5d8), 17th level (6d8), and 20th level (7d8).

A string of crystallized sugars. When ingested, it overcharges the cells. The target's speed increases by 5 feet for 10 minutes.

This bonus increases when you reach certain levels in this class: 5th level (10 feet), 10th level (15 feet), 15th level (20 feet) and 20th level (25 feet).

Grapes dusted with white sugar. When ingested, it powers the nerves at an enhanced rate. For 1 minute, the target adds 1d4 to all damage rolls and ability checks they make using Dexterity.

The die rolled for this morsel increases when you reach certain levels in this class: 10th level (1d6), 15th level (1d8), 20th level (1d10).

At 1st level, you discover the a mix of spices that create such a visceral and powerful assault on the nose as to break a creature from its stupor. As a bonus action you can wave these spices under the nose of a charmed or frightened creature that you can touch. If the creature has made a saving throw against one of those conditions, they can repeat that saving throw immediately, ending the condition on a success. The creature can only repeat the saving throw for one condition they have per use of this feature, and they cannot repeat a saving throw for the same condition more than once.

At 7th level, the creature can repeat a saving throw against the stunned condition.

At 13th level, the creature can repeat a saving throw against the paralyzed condition.

At 3rd level, you choose an archetype that you strive to emulate in the exercise of your cook abilities. Your archetype grants you features at 3rd level and again at 6th, 10th, 14th, and 18th level.

The archetypal Sous Chef believes that their allies are more than worthy of their cooking. They have proven that their stomachs can handle what the Sous Chef gives them, and theirs are the only tongues that the Sous Chef trusts besides their own.

At 3rd level, you become so tenacious about having your allies test your food that you learn how to deliver your morsels as quickly as possible, even at range. When you feed a morsel to a willing creature, the creature you feed can be 60 feet away from you, so long as you can see them, and their mouth is not blocked by total cover. You throw the morsel directly into their mouth, and they ingest it immediately.

Additionally, when you feed a morsel to a willing creature that you can touch (other than yourself), you can do so as a bonus action.

You know Druidic, the secret language of druids. You can speak the language and use it to leave hidden messages. You and others who know this language automatically spot such a message. Others spot the message's presence with a successful DC 15 Wisdom (Perception) check but can't decipher it without magic.

Drawing on the divine essence of nature itself, you can cast spells to shape that essence to your will.

CANTRIPS

At 1st level, you know two cantrips of your choice from the druid spell list. You learn additional druid cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Druid table.

PREPARING AND CASTING SPELLS

The Druid table shows how many spell slots you have to cast your druid spells of 1st level and higher. To cast one of these druid spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

You prepare the list of druid spells that are available for you to cast, choosing from the druid spell list. When you do so, choose a number of druid spells equal to your Wisdom modifier + your druid level (minimum of one spell). The spells must be of a level for which you have spell slots.

For example, if you are a 3rd-level druid, you have four 1st-level and two 2nd-level spell slots. With a Wisdom of 16, your list of prepared spells can include six spells of 1st or 2nd level, in any combination. If you prepare the 1st-level spell cure wounds, you can cast it using a 1st-level or 2nd-level slot. Casting the spell doesn't remove it from your list of prepared spells.

You can also change your list of prepared spells when you finish a long rest. Preparing a new list of druid spells requires time spent in prayer and meditation: at least 1 minute per spell level for each spell on your list.

SPELLCASTING ABILITY

Wisdom is your spellcasting ability for your druid spells, since your magic draws upon your devotion and attunement to nature. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a druid spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Wisdom modifier

Spell attack modifier = your proficiency bonus + your Wisdom modifier

RITUAL CASTING

You can cast a druid spell as a ritual if that spell has the ritual tag and you have the spell prepared.

SPELLCASTING FOCUS

Starting at 2nd level, 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.

Your druid level determines the beasts you can transform into, as shown in the Beast Shapes table. At 2nd level, for example, you can transform into any beast that has a challenge rating of 1/4 or lower that doesn't have a flying or swimming speed.

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.

While you are transformed, the following rules apply:

- Your game statistics are replaced by the statistics of the beast, but you retain your alignment, personality, and Intelligence, Wisdom, and Charisma scores. You also retain all of your skill and saving throw proficiencies, in addition to gaining those of the creature. If the creature has the same proficiency as you and the bonus in its stat block is higher than yours, use the creature's bonus instead of yours. If the creature has any legendary or lair actions, you can't use them.

- When you transform, you assume the beast's hit points and Hit Dice. When you revert to your normal form, you return to the number of hit points you had before you transformed. However, if you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form. For example, if you take 10 damage in animal form and have only 1 hit point left, you revert and take 9 damage. As long as the excess damage doesn't reduce your normal form to 0 hit points, you aren't knocked unconscious.

- You can't cast spells, and your ability to speak or take any action that requires hands is limited to the capabilities of your beast form. Transforming doesn't break your concentration on a spell you've already cast, however, or prevent you from taking actions that are part of a spell, such as call lightning, that you've already cast.

- You retain the benefit of any features from your class, race, or other source and can use them if the new form is physically capable of doing so. However, you can't use any of your special senses, such as darkvision, unless your new form also has that sense.

- You choose whether your equipment falls to the ground in your space, merges into your new form, or is worn by it. Worn equipment functions as normal, but the DM decides whether it is practical for the new form to wear a piece of equipment, based on the creature's shape and size. Your equipment doesn't change size or shape to match the new form, and any equipment that the new form can't wear must either fall to the ground or merge with it. Equipment that merges with the form has no effect until you leave the form.

At 2nd level, you become imbued with the blessings of the Summer Court. You are a font of energy that offers respite from injuries. You have a pool of fey energy represented by a number of d6s equal to your druid level.

As a bonus action, you can choose one creature you can see within 120 feet of you and spend a number of those dice equal to half your druid level or less. Roll the spent dice and add them together. The target regains a number of hit points equal to the total. The target also gains 1 temporary hit point per die spent.

You regain all expended dice when you finish a long rest.