

CHARACTER NAME

Druid Circle of the Moon 1

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Wood Elf

0

RACE

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

+0

10

DEXTERITY

+3

14+2

CONSTITUTION

+1

13

INTELLIGENCE

+1

12

WISDOM

+3

15+1

CHARISMA

-1

8

INSPIRATION

+2

PROFICIENCY BONUS

- ☐ +0 Strength
- ☐ +3 Dexterity
- ☐ +1 Constitution
- ☒ +3 Intelligence
- ☒ +5 Wisdom
- ☐ -1 Charisma

SAVING THROWS

- ☐ +3 Acrobatics (Dex)
- ☒ +5 Animal Handling (Wis)
- ☐ +1 Arcana (Int)
- ☐ +0 Athletics (Str)
- ☐ -1 Deception (Cha)
- ☐ +1 History (Int)
- ☒ +5 Insight (Wis)
- ☐ -1 Intimidation (Cha)
- ☐ +1 Investigation (Int)
- ☐ +3 Medicine (Wis)
- ☒ +3 Nature (Int)
- ☒ +5 Perception (Wis)
- ☐ -1 Performance (Cha)
- ☐ -1 Persuasion (Cha)
- ☐ +1 Religion (Int)
- ☐ +3 Sleight of Hand (Dex)
- ☐ +3 Stealth (Dex)
- ☒ +5 Survival (Wis)

SKILLS

16

ARMOR CLASS

+3

INITIATIVE

35

SPEED

Hit Point Maximum 9

9

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d8

1

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

Defining Event - I saved people during a natural disaster.
Trait - If someone is in trouble, I'm always ready to lend help.

PERSONALITY TRAITS

People deserve to be treated with dignity and respect.

IDEALS

I protect those who cannot protect themselves.

BONDS

Secretly, I believe things would be better if I were a tyrant ruling over the land.

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Scimitar

+5

1d6+3Pier

P.Spray

C13

1d12Poiso

P.Flame

+5

1d8Fire

Poison Spray - 10' 1 target takes 1d12 Poison damage or makes a Constitution save to negate.

Produce Flame - 30' 1 target ranged spell attack for 1d8 Fire damage.

ATTACKS & SPELLCASTING

15

PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

GP

PP

Body - Leather Armor (AC11 + Dexterity Modifier)
RH - Scimitar
LH - Wooden Shield (+2 AC)

Misc - Druidic Focus

EQUIPMENT

---Racial---

Race - Elf

*Ability Score - Dexterity +2

*Size - Medium

*Darkvision 60' - Dim=Bright, Dark=Dim(no color in Dark)

*Keen Senses - Perception(Wis)

*Fey Ancestry - Advantage vs. Charm Effects and Immunity vs. Sleep

*Trance - 4 hours = 8 hours rest

*Languages - Common and Elvish

Subrace - Wood Elf

*Ability Score - Wisdom +1

*Elf Weapon Training - Longsword, Shortsword, Longbow and Shortbow

*Fleet of Foot - Speed = 35'

*Mask of the Wild - you may attempt to Hide when lightly obscured by foliage or other natural phenomena (ex. snow, rain, etc).

---Background---

Background - Folk Hero

*Skills - Animal Handling(Wis) and Survival(Wis)

*Tools - Alchemist's Supplies and Vehicles(land)

---Class---

Class - Druid

*Hit Dice - 1d8

*Armor - Light, Medium and Shields(Druids will not wear armor or shields made of metal)

*Weapons - Clubs, Daggers, Darts, Javelins, Maces, Quarterstaves, Scimitars, Sickles, Slings and Spears

*Tools - Herbalism Kit

*Saving Throws - Intelligence and Wisdom

*Prepared Spells(4)

*Ritual Casting - you may cast any Prepared Spell with the "Ritual" tag as a Ritual without expending a Spell Slot, an additional 10 minutes are required to do so.

---Archetype---



CHARACTER NAME

AGE

HEIGHT

WEIGHT

EYES

SKIN

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME

SYMBOL

ADDITIONAL FEATURES & TRAITS

CHARACTER BACKSTORY

TREASURE

Background Equipment - Alchemist's Supplies, a shovel, an iron pot, a set of common clothes, and a belt pouch
Druid Starting Equipment - Wooden Shield, Scimitar, Leather Armor, Explorer's Pack, Club(1SP) and Druidic Focus

Druid

WISDOM

13

+5

SPELLCASTING CLASS

SPELLCASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

0

CANTRIPS

Poison Spray

Produce Flame

1

2

PREPARED

Cure Wounds

Healing Word

Thunderwave

Entangle

Faerie Fire

Detect Magic (Ritual)

Fog Cloud

Speak with Animals (Ritual)

Animal Friendship

2

3

4

5

6

7

8

9