



CHARISMA



PROFICIENCY BONUS

- 0 +0 Strength 0 +3 Dexterity \_+1 Constitution 0 +3 Intelligence +5 Wisdom \_-1\_ Charisma 0
- SAVING THROWS \_+3 Acrobatics (Dex) +5 Animal Handling (Wis) +1 Arcana (Int)



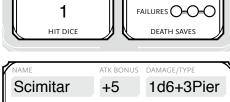
+3 Sleight of Hand (Dex)

**SKILLS** 

O \_+3 Stealth (Dex)

+5 Survival (Wis)





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

Produce Flame - 30' 1 target ranged

ATTACKS & SPELLCASTING



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.

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

spell attack for 1d8 Fire damage.

==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
\*Trance - 4 hours = 8 hours rest

\*Languages - Common and Elvish
\*\*\*Subrace - Wood Elf\*\*\*

\*Ability Score - Wisdom +1
\*Elf Weapon Training - Longsword, Shortsword, Longbow and Shorthow

'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,

Quarterstaffs, 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==-

PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

Body - Leather Armor (AC11 + Dexterity Modifier) 9 RH - Scimitar LH - Wooden Shield (+2 AC) Misc - Druidic Focus 9 **EQUIPMENT** 

**FEATURES & TRAITS** 

