



DUNGEONS & DRAGONS®

Layzel

CHARACTER NAME

Druid
CLASS & LEVEL
Gith
RACENoble
BACKGROUND
ALIGNMENT

PLAYER NAME

EXPERIENCE POINTS

STRENGTH 13
DEXTERITY 11
CONSTITUTION 18
INTELLIGENCE 11
WISDOM 10
CHARISMA 8

INSPIRATION
PROFICIENCY BONUS
<input type="checkbox"/> Strength <input type="checkbox"/> Dexterity <input type="checkbox"/> Constitution <input type="checkbox"/> Intelligence <input type="checkbox"/> Wisdom <input type="checkbox"/> Charisma
SAVING THROWS
<input type="checkbox"/> Acrobatics (Dex) <input type="checkbox"/> Animal Handling (Wis) <input type="checkbox"/> Arcana (Int) <input type="checkbox"/> Athletics (Str) <input type="checkbox"/> Deception (Cha) <input checked="" type="radio"/> History (Int) <input type="checkbox"/> Insight (Wis) <input type="checkbox"/> Intimidation (Cha) <input type="checkbox"/> Investigation (Int) <input checked="" type="radio"/> Medicine (Wis) <input checked="" type="radio"/> Nature (Int) <input type="checkbox"/> Perception (Wis) <input type="checkbox"/> Performance (Cha) <input checked="" type="radio"/> Persuasion (Cha) <input type="checkbox"/> Religion (Int) <input type="checkbox"/> Sleight of Hand (Dex) <input type="checkbox"/> Stealth (Dex) <input type="checkbox"/> Survival (Wis)
SKILLS

12 ARMOR CLASS	INITIATIVE	SPEED
Hit Point Maximum 21		
CURRENT HIT POINTS		
TEMPORARY HIT POINTS		
Total 1d8 HIT DICE	SUCCESES	FAILURES DEATH SAVES
ATTACKS & SPELLCASTING		

PERSONALITY TRAITS
IDEALS
BONDS
FLAWS

<ul style="list-style-type: none">• Telepathy: Can communicate telepathically within 30 feet.• Githyanki Weapon Training: Proficiency with longswords, shortswords, and light crossbows.
FEATURES & TRAITS

PASSIVE WISDOM (PERCEPTION)

Inventory:
Quarterstaff (Weapon) - 1d6 bludgeoning damage, Type: melee, Weight: 4 lbs, Value: 0.2 gp
Hide (Armor) - AC: 12, Type: medium, Weight: 12 lbs, Value: 10 gp
Potion of Climbing (Potion) - Effect: Advantage on climbing checks for 1 hour, Value: 10 gp
Wand of Sparks (Magic Item) - Effect: Shoot a small electric bolt (1d4 lightning, 3/day), Weight: 0.2 lbs, Value: 20 gp
EQUIPMENT

OTHER PROFICIENCIES & LANGUAGES

FEATURES & TRAITS

DruidSPELLCASTING
CLASS**Wisdom**SPELLCASTING
ABILITY**: 14**

SPELL SAVE DC

: 6SPELL ATTACK
BONUS**0**

CANTRIPS

Cantripss:

Produce Flame: You create a flame in your hand. You can throw it at a creature within 30 feet, dealing 1d8 fire damage on a hit.

Druidcraft: You create a tiny, harmless sensory effect, such as changing the color of flowers or creating a puff of wind. No damage.

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

PREPARED

SPELL NAME

- Spellss:
- Entangle: You cause plants to grow and ensnare creatures in the area, restraining them. A creature must succeed on a Strength saving throw or be restrained.
- Healing Word: A creature of your choice within 60 feet regains hit points equal to $1d4 +$ your spellcasting modifier.
- Faerie Fire: You outline creatures in light, granting advantage to attack rolls against them for 1 minute.

2 Gooberry: You create up to 10 magical berries that each restore 1 hit point when consumed.

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