



Maurice

CHARACTER NAME

Druid 5
CLASS & LEVEL

Lemur o. M.
RACE

Hermit
BACKGROUND

Lawful Good
ALIGNMENT

PLAYER NAME

EXPERIENCE

STRENGTH

8

-1

DEXTERITY

14

+2

CONSTITUTION

12

+1

INTELLIGENCE

14

+2

WISDOM

16

+3

CHARISMA

11

+0

INSPIRATION

+3

PROFICIENCY BONUS

- ☐ -1 Strength
☐ +2 Dexterity
☐ +1 Constitution
☒ +5 Intelligence
☒ +6 Wisdom
☐ 0 Charisma

SAVING THROWS

- ☒ +5 Acrobatics (Dex)
☐ +3 Animal Handling (Wis)
☐ +2 Arcana (Int)
☐ -1 Athletics (Str)
☐ 0 Deception (Cha)
☐ +2 History (Int)
☒ +6 Insight (Wis)
☐ 0 Intimidation (Cha)
☐ +2 Investigation (Int)
☒ +6 Medicine (Wis)
☐ +2 Nature (Int)
☒ +6 Perception (Wis)
☒ +3 Performance (Cha)
☐ 0 Persuasion (Cha)
☒ +5 Religion (Int)
☐ +2 Sleight of Hand (Dex)
☐ +2 Stealth (Dex)
☐ +3 Survival (Wis)

SKILLS

14

ARMOR CLASS

+2

INITIATIVE

30

SPEED

Hit Point Maximum 35

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total Sd8

Sd8

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

Maurice is often portrayed as the voice of reason and wisdom among the lemurs, offering thoughtful advice and guidance. He is known for his patience, often trying to calm the impulsive nature of King Julien and the other lemurs.

PERSONALITY TRAITS

Maurice values stability and order, striving to maintain a sense of balance and calm in the chaotic world of the lemurs.

IDEALS

Maurice has a strong bond with King Julien, serving as his right-hand lemur and offering him guidance and support.

BONDS

Maurice's cautious nature can lead to indecision and reluctance to take risks, potentially hindering progress.

FLAWS

NAME	ATK BONUS	DAMAGE/TYPE
Quarterstaff	+2	1d6 b
Quarterstaff	+2	1d8 b (v)
Unarmed Strike	+2	0 b

Quarterstaff
Hide Armor
Insignia of Claws

ATTACKS & SPELLCASTING

Lemur of Madagascar Traits

- Like to MOVE IT!
- Stealth Sense
- Arboreal Movement

Hermit

Metamagic Adept Druid Traits

- Wild Shape
- Druid Circle (Spores)
- Circle Spells
- Halo of Spores
- Symbiotic Entity

FEATURES & TRAITS

16

PASSIVE WISDOM (PERCEPTION)

Languages:

Common, Chameleon Color Language, Druidic

Armor: Light Armor, Medium Armor, Shields (won't wear armor or use shields made of metal)

Weapons: Clubs, Daggers, Darts, Javelins, Maces, Quarterstaff, Scimitars, Sickles, Slings, Spears

Tools:

Herbalism Kit

OTHER PROFICIENCIES & LANGUAGES





Druid

SPELLCASTING
CLASS

WIS

SPELLCASTING
ABILITY

14

SPELL SAVE DC

+6

SPELL ATTACK
BONUS

0

CANTRIPS

Chill Touch (V, S)
Guidance (V, S)
Produce Flame (V, S)
Shape Water (S)

SLOTS TOTAL

SLOTS EXPENDED

1

4

☐ *Detect Magic (V, S)*
☐ *Entangle (V, S)*
☐ *Healing Word (V)*

2

3

☐ *Blindness/Deafness (V)*
☐ *Gentle Repose (V, S, M)*
☐ *Augury (V, S, M)*
☐ *Darkvision (V, S, M)*
☐ *Lesser Restoration (V, S)*

3

2

☐ *Animate Dead (V, S, M)*
☐ *Gaseous Form (V, S, M)*
☐ *Conjure Animals (V, S)*
☐ *Dispel Magic (V, S)*

4

5

6

7

8

9

SPELLS KNOWN

FEATURES, MAGIC ITEMS AND SPELLS

LEMUR OF MADAGASCAR TRAITS

LIKE TO MOVE IT!

You gain proficiency in the Performance and Acrobatics skills. If you already have proficiency in those skills or gain these proficiency, you will gain expertise in those skills instead. You also gain advantage for Performance Skill rolls if performing in a group of size 3 or larger.

STEALTH SENSE

When well-rested, you are able to sense that someone or something is in stealth but you are unable to pinpoint its' location if you are within 50 feet of it.

ARBOREAL MOVEMENT

You have a climbing speed of 35 feet and roll with advantage on climbing/jumping tasks.

METMAGIC ADEPT

You've learned how to exert your will on your spells to alter how they function:

- You learn two Metamagic options of your choice from the sorcerer class. You can use only one Metamagic option on a spell when you cast it, unless the option says otherwise. Whenever you reach a level that grants the Ability Score Improvement feature, you can replace one of these Metamagic options with another one from the sorcerer class.
- You gain 2 sorcery points to spend on Metamagic (these points are added to any sorcery points you have from another source but can be used only on Metamagic). You regain all spent sorcery points when you finish a long rest.

MATEMAGIC OPTIONS

Subtle Spell. When you cast a spell, you can spend 1 sorcery point to cast it without any somatic or verbal components.

Transmuted Spell. When you cast a spell that deals a type of damage from the following list, you can spend 1 sorcery point to change that damage type to one of the other listed types: acid, cold, fire, lightning, poison, thunder.

DRUID TRAITS

Whether calling on the elemental forces of nature or emulating the creatures of the animal world, druids are an embodiment of nature's resilience, cunning, and fury. They claim no mastery over nature, but see themselves as extensions of nature's indomitable will.

WILD SHAPE

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.

BEAST SHAPES

Level	Max. CR	Limitations	Example
2nd	1/4	No flying or swimming speed	Wolf
4th	1/2	No flying speed	Crocodile
8th	1		Giant Eagle

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.

DRUID CIRCLE

At 2nd level, you choose to identify with a circle of druids. Your choice grants you features at 2nd level and again at 6th, 10th, and 14th level.

DRUID OF SPORES

Druids of the Circle of Spores find beauty in decay. They see within mold and other fungi the ability to transform lifeless material into abundant, albeit somewhat strange, life. These druids believe that life and death are parts of a grand cycle, with one leading to the other and then back again. Death isn't the end of life, but instead a change of state that sees life shift into a new form.

Druids of this circle have a complex relationship with the undead. They see nothing inherently wrong with undeath, which they consider to be a companion to life and death. But these druids believe that the natural cycle is healthiest when each segment of it is vibrant and changing. Undead that seek to replace all life with undeath, or that try to avoid passing to a final rest, violate the cycle and must be thwarted.

CIRCLE SPELLS

Your symbiotic link to fungi and your ability to tap into the cycle of life and death grants you access to certain spells. At 2nd level, you learn the Chill Touch cantrip.

At 3rd, 5th, 7th, and 9th level you gain access to the spells listed for that level in the Circle of Spores Spells table. Once you gain access to one of these spells, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you gain access to a spell that doesn't appear on the druid spell list, the spell is nonetheless a druid spell for you.

CIRCLE OF SPORES SPELLS

Druid Level	Circle Spells
• 2nd	Chill Touch
• 3rd	Blindness/Deafness, Gentle Repose
• 5th	Animate Dead, Gaseous Form
7th	Blight, Confusion
9th	Cloudkill, Contagion

HALO OF SPORES

Starting at 2nd level, you are surrounded by invisible, necrotic spores that are harmless until you unleash them

on a creature nearby. When a creature you can see moves into a space within 10 feet of you or starts its turn there, you can use your reaction to deal 1d4 necrotic damage to that creature unless it succeeds on a Constitution saving throw against your spell save DC. The necrotic damage increases to 1d6 at 6th level, 1d8 at 10th level, and 1d10 at 14th level.

SYMBIOTIC ENTITY

Also at 2nd level, you gain the ability to channel magic into your spores. As an action, you can expend a use of your Wild Shape feature to awaken those spores, rather than transforming into a beast form, and you gain 4 temporary hit points for each level you have in this class. While this feature is active, you gain the following benefits:

- When you deal your Halo of Spores damage, roll the damage die a second time and add it to the total.
- Your melee weapon attacks deal an extra 1d6 necrotic damage to any target they hit.

These benefits last for 10 minutes, until you lose all these temporary hit points or until you use your Wild Shape again.

SPELLS

CANTRIP

CHILL TOUCH

Necromancy Cantrip

Casting Time: 1 Action

Range: 120 foot

Components: V, S

Duration: 1 Round

You create a ghostly, skeletal hand in the space of a creature within range. Make a ranged spell attack against the creature to assail it with the chill of the grave. On a hit, the target takes 1d8 necrotic damage, and it can't regain hit points until the start of your next turn. Until then, the hand clings to the target. If you hit an undead target, it also has disadvantage on attack rolls against you until the end of your next turn.

At Higher Levels. This spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

GUIDANCE

Divination Cantrip

Casting Time: 1 Action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 Minute

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.

PRODUCE FLAME

Conjuration Cantrip

Casting Time: 1 Action

Range: Self

Components: V, S

Duration: 10 Minutes

A flickering flame appears in your hand. The flame remains there for the duration and harms neither you nor your equipment. The flame sheds bright light in a 10-foot radius and dim light for an additional 10 feet. The spell ends if you dismiss it as an action or if you cast it again.

You can also attack with the flame, although doing so ends the spell. When you cast this spell, or as an action on a later turn, you can hurl the flame at a creature within 30 feet of you. Make a ranged spell attack. On a hit, the target takes 1d8 fire damage.

At Higher Levels. This spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

SHAPE WATER

Transmutation Cantrip

Casting Time: 1 Action

Range: 30 feet

Components: S

Duration: Instantaneous or 1 Hour

You choose an area of water that you can see within range and that fits within a 5-foot cube. You manipulate it in one of the following ways:

- You instantaneously move or otherwise change the flow of the water as you direct, up to 5 feet in any direction. This movement doesn't have enough force to cause damage.
- You cause the water to form into simple shapes and animate at your direction. This change lasts for 1 hour.
- You change the water's color or opacity. The water must be changed in the same way throughout. This change lasts for 1 hour.
- You freeze the water, provided that there are no creatures in it. The water unfreezes in 1 hour.

If you cast this spell multiple times, you can have no more than two of its non-instantaneous effects active at a time, and you can dismiss such an effect as an action.

LEVEL 1

DETECT MAGIC

1st-Level Divination (Ritual)

Casting Time: 1 Action

Range: Self

Components: V, S

Duration: Concentration, up to 10 Minutes

For the duration, you sense the presence of magic within 30 feet of you. If you sense magic in this way, you can use your action to see a faint aura around any

visible creature or object in the area that bears magic, and you learn its school of magic, if any.

The spell can penetrate most barriers, but is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

ENTANGLE

1st-Level Conjuration

Casting Time: 1 Action

Range: 90 feet

Components: V, S

Duration: Concentration, up to 1 Minute

Grasping weeds and vines sprout from the ground in a 20-foot square starting from a point within range. For the duration, these plants turn the ground in the area into difficult terrain.

A creature in the area when you cast the spell must succeed on a Strength saving throw or be restrained by the entangling plants until the spell ends. A creature restrained by the plants can use its action to make a Strength check against your spell save DC. On a success, it frees itself.

When the spell ends, the conjured plants wilt away.

HEALING WORD

1st-Level Evocation

Casting Time: 1 Bonus Action

Range: 60 feet

Components: V

Duration: Instantaneous

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.

LEVEL 2

BLINDNESS/DEAFNESS

2nd-Level Necromancy

Casting Time: 1 Action

Range: 30 feet

Components: V

Duration: 1 Minute

You can blind or deafen a foe. Choose one creature that you can see within range to make a Constitution saving throw. If it fails, the target is either blinded or deafened (your choice) for the duration. At the end of each of its turns, the target can make a Constitution saving throw. On a success, the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.

GENTLE REPOSE

2nd-Level Necromancy (Ritual)

Casting Time: 1 Action

Range: Touch

Components: V, S, M (a pinch of salt and one copper piece placed on each of the corpse's eyes, which must remain there for the duration)

Duration: 10 Days

You touch a corpse or other remains. For the duration, the target is protected from decay and can't become undead.

The spell also effectively extends the time limit on raising the target from the dead, since days spent under the influence of this spell don't count against the time limit of spells such as raise dead.

AUGURY

2nd-Level Divination (Ritual)

Casting Time: 1 Minute

Range: Self

Components: V, S, M (specially marked sticks, bones, or similar tokens worth at least 25 gp)

Duration: Instantaneous

By casting gem-inlaid sticks, rolling dragon bones, laying out ornate cards, or employing some other divining tool, you receive an omen from an otherworldly entity about the results of a specific course of action that you plan to take within the next 30 minutes. The DM chooses from the following possible omens:

- Weal, for good results
- Woe, for bad results
- Weal and woe, for both good and bad results
- Nothing, for results that aren't especially good or bad

The spell doesn't take into account any possible circumstances that might change the outcome, such as the casting of additional spells or the loss or gain of a companion. If you cast the spell two or more times before completing your next long rest, there is a cumulative 25 percent chance for each casting after the first that you get a random reading. The DM makes this roll in secret.

DARKVISION

2nd-Level Transmutation

Casting Time: 1 Action

Range: Touch

Components: V, S, M (either a pinch of dried carrot or an agate)

Duration: 8 Hours

You touch a willing creature to grant it the ability to see in the dark. For the duration, that creature has darkvision out to a range of 60 feet.

LESSER RESTORATION

2nd-Level Abjuration

Casting Time: 1 Action

Range: Touch

Components: V, S

Duration: Instantaneous

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

LEVEL 3

ANIMATE DEAD

3rd-Level Necromancy

Casting Time: 1 Minute

Range: 10 feet

Components: V, S, M (a drop of blood, a piece of flesh, and a pinch of bone dust)

Duration: Instantaneous

This spell creates an undead servant. Choose a pile of bones or a corpse of a Medium or Small humanoid within range. Your spell imbues the target with a foul mimicry of life, raising it as an undead creature. The target becomes a skeleton if you chose bones or a zombie if you chose a corpse (the DM has the creature's game statistics).

On each of your turns, you can use a bonus action to mentally command any creature you made with this spell if the creature is within 60 feet of you (if you control multiple creatures, you can command any or all of them at the same time, issuing the same command to each one). You decide what action the creature will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular chamber or corridor. If you issue no commands, the creature only defends itself against hostile creatures. Once given an order, the creature continues to follow it until its task is complete.

The creature is under your control for 24 hours, after which it stops obeying any command you've given it. To maintain the control of the creature for another 24 hours, you must cast this spell on the creature again before the current 24-hour period ends. This use of the spell reasserts your control over up to four creatures you have animated with this spell, rather than animating a new one.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you animate or reassert control over two additional undead creatures for each slot level above 3rd. Each of the creatures must come from a different corpse or pile of bones.

GASEOUS FORM

3rd-Level Transmutation

Casting Time: 1 Action

Range: Touch

Components: V, S, M (a bit of gauze and a wisp of smoke)

Duration: Concentration, Up to 1 Hour

You transform a willing creature you touch, along with everything it's wearing and carrying, into a misty cloud

for the duration. The spell ends if the creature drops to 0 hit points. An incorporeal creature isn't affected.

While in this form, the target's only method of movement is a flying speed of 10 feet. The target can enter and occupy the space of another creature. The target has resistance to nonmagical damage, and it has advantage on Strength, Dexterity, and Constitution saving throws. The target can pass through small holes, narrow openings, and even mere cracks, though it treats liquids as though they were solid surfaces. The target can't fall and remains hovering in the air even when stunned or otherwise incapacitated.

While in the form of a misty cloud, the target can't talk or manipulate objects, and any objects it was carrying or holding can't be dropped, used, or otherwise interacted with. The target can't attack or cast spells.

CONJURE ANIMALS

3rd-Level Conjuratation

Casting Time: 1 Action

Range: 60 feet

Components: V, S

Duration: Concentration, Up to 1 Hour

You summon fey spirits that take the form of beasts and appear in unoccupied spaces that you can see within range.

Choose one of the following options for what appears:

- One beast of challenge rating 2 or lower
- Two beasts of challenge rating 1 or lower
- Four beasts of challenge rating 1/2 or lower
- Eight beasts of challenge rating 1/4 or lower

Each beast is also considered fey, and it disappears when it drops to 0 hit points or when the spell ends.

The summoned creatures are friendly to you and your companions. Roll initiative for the summoned creatures as a group, which has its own turns. They obey any verbal commands that you issue to them (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures, but otherwise take no actions. The DM has the creatures' statistics.

At Higher Levels. When you cast this spell using certain higher-level spell slots, you choose one of the summoning options above, and more creatures appear: twice as many with a 5th-level slot, three times as many with a 7th-level slot, and four times as many with a 9th-level slot.

DISPEL MAGIC

3rd-Level Abjuration

Casting Time: 1 Action

Range: 120 feet

Components: V, S

Duration: Instantaneous

Choose any creature, object, or magical effect within range. Any spell of 3rd level or lower on the target ends. For each spell of 4th level or higher on the target, make an ability check using your spellcasting ability. The DC

equals 10 + the spell's level. On a successful check, the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you automatically end the effects of a spell on the target if the spell's level is equal to or less than the level of the spell slot you used.

MAGIC ITEMS

INSIGNIA OF CLAWS

While wearing the insignia, you gain a +1 bonus to the attack rolls and the damage rolls you make with unarmed strikes and natural weapons. Such attacks are considered to be magical.

MISCELLANEOUS

ATTACK AND DAMAGE ROLLS

MELEE WEAPONS

Attack Roll.

Quarterstaff (Versatile):

1d20 + STR-Modifier + Proficiency Modifier

Current Max: 22

Damage Roll.

Quarterstaff (Versatile):

1d6 (1d8) + STR-Modifier

Current Max (one-handed): 5

Current Max (two-handed): 7

SPECIAL ATTACKS

Attack Roll.

Unarmed Strike:

1d20 + STR-Modifier + Proficiency Modifier

Current Max: 22

Damage Roll.

Unarmed Strike:

1 + STR-Modifier

Current Max: 0