



DUNGEONS & DRAGONS®

GR4-C (Gracie)

CHARACTER NAME

Druid 1

CLASS & LEVEL

Warforged

RACE

Hermit

BACKGROUND

Neutral Good

ALIGNMENT

M4RZ

PLAYER NAME

EXPERIENCE

| | |
|----------|----|
| STRENGTH | 14 |
| | +2 |

| | |
|----------------------|--|
| INSPIRATION | |
| +2 PROFICIENCY BONUS | |

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|-----------|----|
| DEXTERITY | 12 |
| | +1 |

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|-------------------|--|
| O +2 Strength | |
| O +1 Dexterity | |
| O +3 Constitution | |
| ● +4 Intelligence | |
| ● +5 Wisdom | |
| O -1 Charisma | |

| | |
|--------------|----|
| CONSTITUTION | 17 |
| | +3 |

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| SAVING THROWS | |
| O +1 Acrobatics (Dex) | |
| ● +5 Animal Handling (Wis) | |
| O +2 Arcana (Int) | |
| ● +4 Athletics (Str) | |
| O -1 Deception (Cha) | |
| O +2 History (Int) | |
| O +3 Insight (Wis) | |
| O -1 Intimidation (Cha) | |
| O +2 Investigation (Int) | |
| ● +5 Medicine (Wis) | |
| ● +4 Nature (Int) | |
| O +3 Perception (Wis) | |
| O -1 Performance (Cha) | |
| O -1 Persuasion (Cha) | |
| ● +4 Religion (Int) | |
| O +1 Sleight of Hand (Dex) | |
| O +1 Stealth (Dex) | |
| O +3 Survival (Wis) | |

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|--------------|----|
| INTELLIGENCE | 14 |
| | +2 |

| | |
|-----------|-----|
| WISDOM | |
| Total 1d8 | 1d8 |

| | |
|----------|----|
| CHARISMA | 16 |
| | +3 |

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|----------------------------|--|
| SKILLS | |
| O +1 Deception (Cha) | |
| O +2 History (Int) | |
| O +3 Insight (Wis) | |
| O -1 Intimidation (Cha) | |
| O +2 Investigation (Int) | |
| ● +5 Medicine (Wis) | |
| ● +4 Nature (Int) | |
| O +3 Perception (Wis) | |
| O -1 Performance (Cha) | |
| O -1 Persuasion (Cha) | |
| ● +4 Religion (Int) | |
| O +1 Sleight of Hand (Dex) | |
| O +1 Stealth (Dex) | |
| O +3 Survival (Wis) | |

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|----------|----|
| CHARISMA | 8 |
| | -1 |

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|-----------------------------|----|
| PASSIVE WISDOM (PERCEPTION) | 13 |
|-----------------------------|----|

Languages:

Common, Druidic, Sylvan

Armor:

Light Armor, Medium Armor, Shields

Weapons:

Clubs, Daggers, Darts, Javelins, Maces, Quarterstaffs, Scimitars, Sickles, Slings, Spears

Tools:

Herbalism Kit, Potter's Tools, Woodcarver's Tools

OTHER PROFICIENCIES & LANGUAGES

| | |
|-------------|----|
| ARMOR CLASS | 15 |
| INITIATIVE | +1 |
| SPEED | 30 |

| | |
|--------------------|----|
| HIT POINT MAXIMUM | 11 |
| CURRENT HIT POINTS | |

| | |
|----------|-----------|
| HIT DICE | Total 1d8 |
| SUCCESES | ○○○ |
| FAILURES | ○○○ |

| | | |
|----------------|-----------|-------------|
| NAME | ATK BONUS | DAMAGE/TYPE |
| Garden Fork | +4 | 1d6 p |
| Garden Fork | +4 | 1d8 p (v) |
| Unarmed Strike | +4 | 3 b |

Garden Fork (versatile, thrown)
 Wooden Shield
 Leather Armor

ATTACKS & SPELLCASTING

| | |
|----|----|
| CP | |
| SP | |
| EP | |
| GP | 55 |
| PP | |

a backpack, a bedroll, a cress kit, a tinderbox 10 torches, 10 days of rations, a waterskin, 50ft of hempen rope, a scroll case, a winter blanket, a set of common clothes

EQUIPMENT

Gracie is meticulous and dedicated, always striving for perfection in her work. Her newfound sentience has imbued her with a deep curiosity about the natural world and a desire to learn and grow.

PERSONALITY TRAITS

Gracie believes in harmony between nature and technology. She values loyalty, duty, and preserving the beauty of the natural world.

IDEALS

Gracie is deeply connected to the Harrington estate and its garden. She cherishes the animals and plants and feels gratitude to the force that granted her sentience.

BONDS

Gracie fears she may never fully become a living being. Her dedication sometimes leads to overwork and self-neglect.

FLAWS**Warforged Traits**

- Constructed Resilience
- Sentry's Rest
- Integrated Protection
- Specialized Design

Hermit**Druid**

- Druidic

FEATURES & TRAITS



GR4-C (Gracie)

CHARACTER NAME

2 (since sentient) 5'10"

270lbs

AGE

Green

HEIGHT

Mossy Metal

WEIGHT

EYES

SKIN

HAIR



Gracie, originally known as GR4-C, is a steampunk Warforged gardening robot. She has a rustic, mechanical design with gears, cogs, and pipes, showing wear and moss over her limbs and torso. Her faintly glowing amber eyes reflect her sentience and druidic powers. Equipped with gardening tools, Gracie blends into the lush greenery she tends, exuding a serene and protective aura.

CHARACTER APPEARANCE

Originally built to maintain the grand gardens of a wealthy family's mansion, GR4-C, or Gracie, diligently performed her duties for decades. Her steampunk design with gears, cogs, and pipes enabled her to trim hedges, cut grass, and prune trees with precision. When the mansion was abandoned, nature began to reclaim the surroundings, but the garden remained pristine under Gracie's unwavering care.

One fateful day, Gracie gained sentience, possibly a gift from nature itself, transforming her into a protector of the land with druidic powers. This newfound awareness allowed Gracie to bond deeply with the animals and plants she had always tended. She now struggles with the disconnect between her mechanical body and her druidic mindset, hoping to one day transform further into a living being and fully integrate into the natural world.

Gracie's ultimate goal is to please whatever force granted her consciousness, proving her worth as a faithful guardian of nature. She continues to work tirelessly, maintaining the garden's beauty while striving to become a true part of the environment she protects.

CHARACTER BACKGROUND

The Harrington family was a prominent and influential lineage known for their wealth, philanthropy, and deep appreciation for nature. Originating from old money, the Harringtons made their fortune through successful ventures in trade and industry. They were esteemed patrons of the arts and sciences, often contributing generously to cultural and educational institutions.

The family was led by the patriarch, Lord Edwin Harrington, a distinguished gentleman known for his business acumen and kind heart. His wife, Lady Margaret Harrington, was an avid botanist and horticulturist, whose passion for gardening shaped the family's renowned estate. They had three children: Elizabeth, Charles, and young Thomas, each of whom inherited their parents' love for nature and the finer things in life.

NAME

The Harrington Family



SYMBOL

ALLIES & ORGANIZATIONS

When Gracie uses the Wild Shape feature, the animals she transforms into are of a mechanical nature, resembling steampunk creations with gears, cogs, and metal parts, rather than natural creatures. For instance, her wild-shaped bear might have a metallic fur texture, glowing eyes, and steam-powered limbs. Gracie's arms are equipped with an array of gardening tools that can be extended and retracted as needed. These tools include pruning shears, a trowel, a watering can, and a small shovel. She can also use these tools effectively in combat if necessary. Animals are naturally drawn to Gracie, sensing her protective aura and druidic powers. Birds often perch on her shoulders, and small forest creatures like rabbits and squirrels feel safe around her.

Gracie is equipped with weather adaptation features, allowing her to function optimally in various climates. She has built-in heating for cold environments and cooling systems for hot weather, ensuring she can care for the garden year-round. Gracie retains a vast archive of botanical knowledge within her memory banks, enabling her to recognize and care for a wide variety of plant species. She can also recall the history of the garden and its past occupants.

ADDITIONAL FEATURES & TRAITS

1. Pressed Flower Collection: Gracie has a small, weathered leather book filled with pressed flowers from the garden she tends. Each flower is carefully preserved between the pages, labeled with the date it was picked and a brief note about its significance. This collection represents the different seasons and cycles of the garden, showcasing the beauty and diversity of the flora she cares for. The book is kept in a secure pocket on her side, always within reach for moments of quiet reflection.

2. Hand-Carved Wooden Bird: Among Gracie's treasures is a small, hand-carved wooden bird, given to her by a child who once lived in the mansion. The bird is intricately detailed, painted in vibrant colors that have faded slightly over time. It symbolizes the bond Gracie formed with the family members who once called the mansion home. She has the bird perched on her shoulder or attached to her belt, a constant companion reminding her of the love and connections she has nurtured over the years.

TREASURE



Druid

SPELLCASTING CLASS

WIS

SPELLCASTING ABILITY

13

SPELL SAVE DC

+5

SPELL ATTACK BONUS

0 CANTRIPS

Create Bonfire (V, S)

Thorn Whip (V, S, M)

SLOTS TOTAL

1

4

SLOTS EXPENDED

Beast Bond (V, S, M)

Entangle (V, S)

Fog Cloud (V, S)

Goodberry (V, S, M)

3

4

6

7

8

9

SPELLS KNOWN

FEATURES, MAGIC ITEMS AND SPELLS

WARFORGED TRAITS

The warforged were built to fight in the Last War. The first warforged were mindless automatons, but House Cannith devoted vast resources to improving these steel soldiers. An unexpected breakthrough produced fully sentient soldiers, blending organic and inorganic materials. Warforged are made from wood and metal, but they can feel pain and emotion. Built as weapons, they must now find a purpose beyond the war. A warforged can be a steadfast ally, a cold-hearted killing machine, or a visionary in search of purpose and meaning.

CONSTRUCTED RESILIENCE

You were created to have remarkable fortitude, represented by the following benefits:

- You have advantage on saving throws against being poisoned, and you have resistance to poison damage.
- You don't need to eat, drink, or breathe.
- You are immune to disease.
- You don't need to sleep, and magic can't put you to sleep.

SENTRY'S REST

When you take a long rest, you spend at least 6 hours in an inactive, motionless state, instead of sleeping. In this state, you appear inert, but you remain conscious.

INTEGRATED PROTECTION

Your body has built-in defensive layers, which can be enhanced with armor.

- You gain a +1 bonus to Armor Class.
- You can don only armor with which you have proficiency. To don armor, you must incorporate it into your body over the course of 1 hour, during which you must remain in contact with the armor. To doff armor, you must spend 1 hour removing it. You can rest while donning or doffing armor in this way.
- While you live, your armor can't be removed from your body against your will.

SPECIALIZED DESIGN

Athletics, Woodcarver's Tools

You gain one skill proficiency and one tool proficiency of your choice.

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.

DRUIDIC

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.

SPELLS

Number of prepared Leveled Spells (without Features): 4

CANTRIPS

CREATE BONFIRE

Conjuration Cantrip

Casting Time: 1 Action

Range: 60 feet

Components: V, S

Duration: Concentration, Up to 1 Minute

You create a bonfire on ground that you can see within range. Until the spell ends, the bonfire fills a 5-foot cube. Any creature in the bonfire's space when you cast the spell must succeed on a Dexterity saving throw or take 1d8 fire damage. A creature must also make the saving throw when it enters the bonfire's space for the first time on a turn or ends its turn there.

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

THORN WHIP

Transmutation Cantrip

Casting Time: 1 Action

Range: 30 Feet

Components: V, S, M (the stem of a plant with thorns)

Duration: Instantaneous

You create a long, vine-like whip covered in thorns that lashes out at your command toward a creature in range. Make a melee spell attack against the target. If the attack hits, the creature takes 1d6 piercing damage, and if the creature is Large or smaller, you pull the creature up to 10 feet closer to you.

At Higher Levels. This spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

LEVEL 1

BEAST BOND

1st-Level Divination

Casting Time: 1 Action

Range: Touch

Components: V, S, M (a bit of fur wrapped in cloth)

Duration: Concentration, Up to 10 Minutes

You establish a telepathic link with one beast you touch that is friendly to you or charmed by you. The spell fails if the beast's Intelligence is 4 or higher. Until the spell ends, the link is active while you and the beast are within line of sight of each other. Through the link, the beast can

understand your telepathic messages to it, and it can telepathically communicate simple emotions and concepts back to you. While the link is active, the beast gains advantage on attack rolls against any creature within 5 feet of you that you can see.

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.

FOG CLOUD

1st-Level Conjuration

Casting Time: 1 Action

Range: 120 feet

Components: V, S

Duration: Concentration, Up to 1 Hour

You create a 20-foot-radius sphere of fog centered on a point within range. The sphere spreads around corners, and its area is heavily obscured. It lasts for the duration or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the radius of the fog increases by 20 feet for each slot level above 1st.

GOODBERRY

1st-Level Transmutation

Casting Time: 1 Action

Range: Touch

Components: V, S, M (a sprig of mistletoe)

Duration: Instantaneous

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.

MISCELLANEOUS

ATTACK AND DAMAGE ROLLS

MELEE WEAPONS

Attack Roll.

Shortsword (Finesse):

1d20 + DEX-Modifier + Proficiency Modifier

Current Max: 23

Spear (Throwable):

1d20 + STR-Modifier + Proficiency Modifier

Current Max (melee): 24

Current Max (thrown): 24

Spear (Versatile):

1d20 + STR-Modifier + Proficiency Modifier

Current Max: 24

Damage Roll.

Shortsword (Finesse):

1d6 + DEX-Modifier

Current Max: 7

Spear (Throwable):

1d6 + STR-Modifier

Current Max (melee): 8

Current Max (thrown): 8

Spear (Versatile):

1d6 (1d8) + STR-Modifier

Current Max (one-handed): 8

Current Max (two-handed): 10

RANGED WEAPONS

Attack Roll.

Light Crossbow:

1d20 + DEX-Modifier + Proficiency Modifier

Current Max: 23

Damage Roll.

Light Crossbow:

1d6 + DEX-Modifier

Current Max: 7

SPECIAL ATTACKS

Attack Roll.

Unarmed Strike:

1d20 + STR-Modifier + Proficiency Modifier

Current Max: 24

Damage Roll.

Unarmed Strike:

1 + STR-Modifier

Current Max: 3