



Halfling Druid

Level 5 Player Character (Hermit background)

| AC | Hit Points | Hit Dice | Prof. Bonus |
|----|------------|----------|-------------|
| 12 | 43 | 5D8 | +3 |

| Ability Scores | | | | | |
|----------------|---------|---------|---------|---------|---------|
| STR | DEX | CON | INT | WIS | CHA |
| 8 (-1) | 14 (+2) | 16 (+3) | 10 (+0) | 17 (+3) | 12 (+1) |

| Saving Throws | | | | | |
|---------------|-----|-----|-----|-----|-----|
| STR | DEX | CON | INT | WIS | CHA |
| -1 | +2 | +3 | +3 | +6 | +1 |

| Skill Proficiencies | |
|---------------------|---------------|
| Medicine +6 | Perception +6 |
| Nature +3 | Religion +3 |

| Other Proficiencies | |
|---------------------|--------------|
| Club | Light Armor |
| Dagger | Medium Armor |
| Dart | Shields |
| Herbalism Kit | Sling |
| Quarterstaff | |

| Equipment |
|------------------|
| Adventuring Gear |
| Herbalism Kit |
| Leather Armor |
| Quarterstaff |

Favorite Attacks

Quarterstaff. *Melee Weapon Attack:* 1d20 +2, reach 5ft, one target. Hit 1d8 -1 bludgeoning damage.

Earth Tremor. *1st-Level Spell.* range 10ft. You cause a small earthquake. Anyone in the area must make a DEX save or take 1d6 bludgeoning damage and fall prone. The area then counts as difficult terrain.

Spells

Spell Attack Roll
d20 +6

Spell Save DC
14

Cantrips Known: 3

Druidcraft. Create a flower or predict the weather.

Guidance. Add 1d4 to any ability check.

Mending. Fix something that is broken.

1st-Level Spell Slots: 4 □□□□

Earth Tremor – Cause a small earthquake.

Entangle – Trap an enemy with twisting vines.

Goodberry. You create 10 berries that heal 1hit point each.

2nd-Level Spell Slots: 3 □□□

Barkskin. You become covered in tree bark. Your AC becomes 17.

Enlarge/Reduce. Make something big or small

Spike Growth. The ground become covered in thorns

3rd-Level Spell Slots: 2 □□

Plant Growth. Cause plants nearby to grow giant.

Speak With Plant. Talk with and command plants

Class Features

Circle of the Moon. This improves your Wild Shape. See below.

Druidic. You know the secret language oof the druids.

Wild Shape. 2 □□

Twice per short rest you can magically turn into a beast with a CR 1 rating such as a Spider, Bear or Shark. This lasts for up to 2 hours.

Combat Wild Shape. You can Wild Shape as a bonus action and use a bonus action to spend a spell slot to regain 1d8 hit points per level of spell slot expended.

Other Features

Luck. When you roll a 1 on any check, you can reroll the die.

Naturally Stealthy. You can hide when obscured by a creature larger than you.

Speaks. Common, Orc, Giant

Speed. 30ft.

