Zera Verin

CHARACTER NAME

Githzerai	Traveller
RACE	BACKGROUND
ALIGNMENT	EXPERIENCE POINTS

DRUID

3

Circle of Stars

DRUID CIRCLE

+2 PROFICIENCY

PASSIVE PERCEPTION 16

INSPIRATION

PASSIVE INSIGHT 14

STRENGTH	0	10
DEXTERITY	0	11
CONSTITUTION	+3	16
INTELLIGENCE	+4	18
WISDOM	+4	19
CHARISMA	+2	15

STRENGTH
- 0 SAVING THROWS
- 0 ATHLETICS

DEXTERITY
- 0 SAVING THROWS
- 0 ACROBATICS
- 0 SLEIGHT OF HAND
- 0 STEALTH

CONSTITUTION
- +3 SAVING THROWS

INTELLIGENCE
- +6 SAVING THROWS
- +4 ARCANA
- +4 HISTORY
- +4 INVESTIGATION
- +4 NATURE
- +4 RELIGION

WISDOM
- +6 SAVING THROWS
- +4 ANIMAL HANDLING
- +4 INSIGHT
- +4 MEDICINE
- +6 PERCEPTION
- +6 SURVIVAL

CHARISMA
- +2 SAVING THROWS
- +2 DECEPTION
- +2 INTIMIDATION
- +2 PERFORMANCE
- +2 PERSUASION

AC 11 (13)

INITIATIVE 0

SPEED 30

Hit Point Maximum 27

Temporary Hit Points

HIT DICE — Used / Total 3 — d8

DEATH SAVES — SUCCESSES / FAILURES

NAME	ATK BONUS	DAMAGE/TYPE
Quarterstaff	+2	1d6 bludgeoning

SPELL ATTACK BONUS +6

SPELL SAVE DC 14

WILD SHAPE — Used / Total 2 — 1/4 Max CR

BEAST SHAPES KNOWN

FAVOURITE SPELLS

NAME	RANGE	CASTING TIME	SAVE
Guiding bolt	120ft	Action (C)	Roll
2/L rest - 4d6 radiant - next atk adv			
Shillelagh	Touch	Bonus (C)	
Staff -> atk&dmg +6/+4 and d6->d8			
Ice Knife	60ft	Action (C)	Dex
1d10 piercing -> 5ft range dex save 2d6 cold			
Create Bonfire	60ft	Action (C)	Dex
1d8 fire			

SPELLS SLOTS

1st	2nd	3rd	4th	5th	6th	7th	8th	9th
○	○	●	●	●	●	●	●	●
○	○	●	●	●	●	●		
○	●	●	●	●				
○								

Cantrips Known 2

WILD SHAPE — LEVEL 2

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.

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.

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

DRUID CIRCLE FEATURE — LEVEL 2

Archer. As a bonus action on your subsequent turns while it lasts, you can make a ranged spell attack, hurling a luminous arrow that targets one creature within 60 feet of you. On a hit, the attack deals radiant damage equal to 1d8 + your Wisdom modifier.

Chalice. Whenever you cast a spell using a spell slot that restores hit points to a creature, you or another creature within 30 feet of you can regain hit points equal to 1d8 + your Wisdom modifier.

Dragon. When you make an Intelligence or a Wisdom check or a Constitution saving throw to maintain concentration on a spell, you can treat a roll of 9 or lower on the d20 as a 10.

DRUID CIRCLE FEATURE — LEVEL 6

DRUID CIRCLE FEATURE — LEVEL 10

DRUID CIRCLE FEATURE — LEVEL 14

TIMELESS BODY — LEVEL 18

For every 10 years that pass, your body ages only 1 year.

BEAST SPELLS — LEVEL 18

You can cast many of your druid spells when in Wild Shape. You can perform the somatic and verbal components while in a beast shape, but you aren't able to provide material components.

ARCHDRUID — LEVEL 20

You can use your Wild Shape an unlimited number of times.

CANTRIPS & SPELLS PREPARED

Level	(R)			
C	○	Shillelagh	○	
C	○	Create Bonfire	○	
C	○	Guidence	○	
	○		○	
1	○	Ice Knife	○	
1	○	Detect Magic	○	
1	○	Charm Person	○	
1	○	Guiding Bolt	○	
1	○	Entangle	○	
	○		○	
2	○	Heat Metal	○	
2	○	Pass without Trace	○	
2	○	Lesser Restoration	○	
	○		○	
	○		○	
	○		○	

RACIAL TRAITS

Githzerai Psionics. You know the Mage Hand cantrip, and the hand is invisible when you cast the cantrip with this trait.
When you reach 3rd level, you can cast the Shield spell once with this trait, and you regain the ability to do so when you finish a long rest.
When you reach 5th level, you can cast the Detect Thoughts spell once with this trait, and you regain the ability to do so when you finish a long rest.
Wisdom is your spellcasting ability for these spells. When you cast them with this trait, they don't require components.
Mental Discipline: adv. on saving throws charmed/frightened.

PROFICIENCIES

LIGHT ARMOUR ●
SIMPLE WEAPONS ○
MEDIUM ARMOUR ●
MARTIAL WEAPONS ○
HEAVY ARMOUR ○
SHIELDS ●

LANGUAGES

Common and Gith

TOOLS & OTHER PROFICIENCIES

Herbalism kit