

## Diamara Sirocco

CHARACTER NAME

Druid (Circle of the Moon) Outlander

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Wood Elf

RACE

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

0

10

DEXTERITY

+2

14

CONSTITUTION

+1

12

INTELLIGENCE

+1

12

WISDOM

+3

16

CHARISMA

+1

12

INSPIRATION

+2

PROFICIENCY BONUS

- ☐ 0 Strength
- ☐ +2 Dexterity
- ☐ +1 Constitution
- ☒ +3 Intelligence
- ☒ +5 Wisdom
- ☐ +1 Charisma

SAVING THROWS

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

SKILLS

16

ARMOR CLASS

+2

INITIATIVE

35

SPEED

Hit Point Maximum 15 21

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 2 3

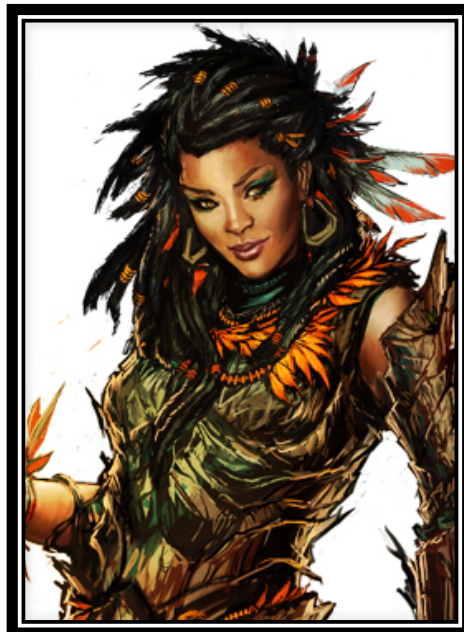
d8

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES



NAME

ATK BONUS

DAMAGE/TYPE

Scimitar

+4

d6+2

Thorn Whip (30ft): Make a ranged spell attack (+5). On a hit, the target takes 1d6 damage and is pulled 10ft closer to you.

ATTACKS & SPELLCASTING

15

PASSIVE WISDOM (PERCEPTION)

Languages:

- Common
- Elvish

Tools:

- Herbalism Kit

OTHER PROFICIENCIES & LANGUAGES

CP

SP

CP

CP

PP

Hide Armor  
Shield

Scimitar

Explorer's Pack:

- Backpack
- Bedroll
- Mess Kit
- Tinderbox
- 10 torches
- 50ft of rope

EQUIPMENT

Darkvision - 60 feet

Fey Ancestry: You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Mask of the Wild: You can attempt to hide even when you are only lightly obscured by natural phenomena.

☐ ☐ Wild Shape: As a bonus action, you can take the form of a brown bear, an elk, or a spider. You can stay in beast shape for a number of hours equal to half your druid level. You can revert to your normal form early by using a bonus action to do so, and you automatically revert if you fall unconscious. While in beast shape, you can use a bonus action to expend one spell slot and regain 1d8 hit points per level of the spell slot expended.

FEATURES & TRAITS

# Druid

SPELLCASTING  
CLASS

Wisdom (+3)

SPELLCASTING  
ABILITY

13

SPELL SAVE DC

+5

SPELL ATTACK  
BONUS

0

CANTRIPS

Create Bonfire

Thorn Whip

SPELL  
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

3

4

PREPARED

SPELL NAME

- ☐ Absorb Elements
- ☐ Cure Wounds
- ☐ Entangle
- ☐ Faerie Fire
- ☐ Speak with Animals

2

2

☐ Flaming Sphere

## ABSORB ELEMENTS

**Casting Time:** 1 reaction when you take acid, cold, fire, lightning, or thunder damage.

You have resistance to the triggering damage until the start of your next turn. Also, the next time you hit with a melee attack on your next turn, the target takes an extra 1d6 damage of the triggering type.

## CREATE BONFIRE

**Casting Time:** 1 action

**Range:** 60 feet

**Duration:** Concentration, 1 minute

Until the spell ends, a magical bonfire fills a 5ft cube you can see within range. Any creature in the bonfire's space when you cast the spell must make a DC13 Dex save or take 1d8 fire damage. Creatures must also make this save when they enter the cube for the first time on a turn or end their turn there.

## CURE WOUNDS

**Casting Time:** 1 action

**Range:** Touch

Target regains hit points equal to 1d8+your spellcasting ability modifier.

## ENTANGLE

**Casting Time:** 1 action

**Range:** 90 feet

**Duration:** Concentration, 1 minute

Grasping vines sprout from the ground in a 20ft square starting from a point within range. The area is difficult terrain. A creature in the area when you cast the spell must succeed on a DC13 Str saving throw or be restrained. It can use its action to take a Str check against DC13, freeing itself on a success.

## FAERIE FIRE

**Casting Time:** 1 bonus action

**Range:** 60 feet

**Duration:** Concentration, 1 minute

Each creature in a 20ft cube must succeed a DC13 Dex saving throw or be outlined in violet light. A creature subjected to this effect sheds dim light in a 10ft radius, cannot benefit from being invisible, and attack rolls against it have advantage.

## SPEAK WITH ANIMALS

**Casting Time:** 1 action (ritual)

**Duration:** 10 minutes

You gain the ability to comprehend and verbally communicate with beasts for the duration.

## FLAMING SPHERE

**Casting Time:** 1 action

**Range:** 60 feet

**Duration:** Concentration, 1 minute

A 5ft sphere appears in an unoccupied space of your choice within range and lasts for the duration. Any creature that ends its turn within 5ft of the sphere must make a Dex saving throw, taking 2d6 damage on a failed save or half as much on a successful save. As a bonus action, you can move the sphere up to 30ft. If you ram the sphere into a creature, that creature must make the saving throw against the sphere's damage, and the sphere stops moving this turn. When you move the sphere, you can direct it over barriers up to 5ft tall and jump it across pits up to 10ft wide. The sphere ignites flammable objects not being worn or carried, and it sheds bright light in a 20ft radius and dim light for an additional 20ft.

## BROWN BEAR

Large beast, unaligned

**Armor Class** 11 (natural armor)

**Hit Points** 34 (4d10 + 12)

**Speed** 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	16 (+3)	2 (-4)	13 (+1)	7 (-2)

**Skills** Perception +3

**Senses** passive Perception 13

**Languages** —

**Challenge** 1 (200 XP)

**Keen Smell.** The bear has advantage on Wisdom (Perception) checks that rely on smell.

### ACTIONS

**Multiattack.** The bear makes two attacks: one with its bite and one with its claws.

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.  
*Hit:* 8 (1d8 + 4) piercing damage.

**Claws.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.  
*Hit:* 11 (2d6 + 4) slashing damage.