

Bumba The Round

CHARACTER NAME

Druid 2

CLASS & LEVEL

Rock Gnome

RACE

Folk Hero

BACKGROUND

JayTizzleDizzle

PLAYER NAME

300

EXPERIENCE POINTS

STRENGTH

-1

8

DEXTERITY

+2

14

CONSTITUTION

+2

15

INTELLIGENCE

+5

20

WISDOM

+3

16

CHARISMA

+2

15

- ☐ -1 Strength
- ☐ +2 Dexterity
- ☐ +2 Constitution
- ☒ +7 Intelligence
- ☒ +5 Wisdom
- ☐ +2 Charisma

Saving Throw Modifiers

Advantage on INT Against Magic
Advantage on WIS Against Magic
Advantage on CHA Against Magic

SAVING THROWS

- ☐ +2 Acrobatics DEX
- ☒ +5 Animal Handling WIS
- ☒ +7 Arcana INT
- ☐ -1 Athletics STR
- ☐ +2 Deception CHA
- ☐ +5 History INT
- ☐ +3 Insight WIS
- ☐ +2 Intimidation CHA
- ☐ +5 Investigation INT
- ☐ +3 Medicine WIS
- ☐ +5 Nature INT
- ☒ +5 Perception WIS
- ☐ +2 Performance CHA
- ☐ +2 Persuasion CHA
- ☐ +5 Religion INT
- ☐ +2 Sleight of Hand DEX
- ☐ +2 Stealth DEX
- ☒ +5 Survival WIS
- ☐ _____
- ☐ _____
- ☐ _____

SKILLS

+2

INITIATIVE

ARMOR

15

CLASS

DEFENSES

INSPIRATION

+2

PROFICIENCY BONUS

ABILITY SAVE DC

25 ft. (Walking)

SPEED

Max HP

Current HP

Temp HP

17

--

HIT POINTS

Total

2d8

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

=== ARMOR ===

Light Armor, Medium Armor, Shields

=== WEAPONS ===

Club, Dagger, Dart, Javelin, Mace, Quarterstaff, Scimitar, Sickle, Sling, Spear

=== TOOLS ===

Alchemist's Supplies, Herbalism Kit, Tinker's Tools, Vehicles (Land)

=== LANGUAGES ===

Common, Druidic, Gnomish

PROFICIENCIES & LANGUAGES

=== ACTIONS ===

Standard Actions

Attack, Cast a Spell, Dash, Disengage, Dodge, Help, Hide, Ready, Search, Use an Object, Opportunity Attack, Grapple, Shove, Improvise, Two-Weapon Fighting, Interact with an Object

Wild Shape • 2 / Short Rest

As an action, you can magically assume the shape of a beast that you have seen before twice per short rest. [2nd] Max CR 1/4 (no flying or swimming speed) [4th] Max CR 1/2 (no flying speed) [8th] Max CR 1

You can stay in beast shape for 1 hours before reverting back to your normal form (or as a bonus action earlier or if you fall unconscious, drop to 0 hit

points, or die).

ACTIONS

15

PASSIVE WISDOM (PERCEPTION)

13

PASSIVE WISDOM (INSIGHT)

15

PASSIVE INTELLIGENCE (INVESTIGATION)

Darkvision 60 ft.

SENSES

NAME

HIT

DAMAGE/TYPE

NOTES

Scimitar

+4

1d6+2 Slashing

Martial, Finesse, Light

Produce Flame

+5

1d8 Fire

D: 10m, V/S

Unarmed Strike

+1

0 Bludgeoning

WEAPON ATTACKS & CANTRIPS



Bumba The Round

CHARACTER NAME

Male	200	Small	3'8	150
GENDER	AGE	SIZE	HEIGHT	WEIGHT
Chaotic Good	Scientology	Dark Blue	Bright green	Long flowing t
ALIGNMENT	FAITH	SKIN	EYES	HAIR

CHARACTER APPEARANCE

=== Organizations ===

Emerald Enclave

ALLIES & ORGANIZATIONS

I'm confident in my own abilities and do what I can to instill confidence in others.
When I set my mind to something, I follow through no matter what gets in my way.

PERSONALITY TRAITS

Freedom. Tyrants must not be allowed to oppress the people. (Chaotic)

IDEALS

I protect those who cannot protect themselves.

BONDS

I have a weakness for the vices of the city, especially hard drink.

FLAWS

Ran from the mafia after a botched bank robbery, the godfather killed his Mother,

CHARACTER BACKSTORY

ADDITIONAL NOTES

Druid

SPELLCASTING
CLASS

WIS

SPELLCASTING
ABILITY

13

SPELL SAVE DC

+5

SPELL ATTACK
BONUS

PREP SPELL NAME	SOURCE	SAVE/ATK	TIME	RANGE	COMP	DURATION	PAGE REF	NOTES
=== CANTRIPS ===	(At Will)							
<input type="radio"/> Produce Flame	Druid	+5	1A	Self	V,S	10 minutes	PHB 269	D: 10m, V/S
<input type="radio"/> Mending	Druid	--	1m	Touch	V,S,M	Instantaneous	PHB 259	V/S/M
<input type="radio"/> Frostbite	Bonus Cantrip	CON 13	1A	60 ft.	V,S	Instantaneous	EE 156	V/S
=== 1st LEVEL ===	3 Slots OOO							
<input type="radio"/> Animal Friendship	Druid	WIS 13	1A	30 ft.	V,S,M	24 hours	PHB 212	D: 24h, V/S/M
<input type="radio"/> Charm Person	Druid	WIS 13	1A	30 ft.	V,S	1 hour	PHB 221	D: 1h, V/S
<input type="radio"/> Create or Destroy Water	Druid	--	1A	30 ft./30 ft. Cube	V,S,M	Instantaneous	PHB 229	30 ft. Cube, V/S/M
<input type="radio"/> Cure Wounds	Druid	--	1A	Touch	V,S	Instantaneous	PHB 230	V/S
<input type="radio"/> Detect Magic [R]<C>	Druid	--	1A + 10m	Self/30 ft. Sphere	V,S	Concentration, up to 10 minutes	PHB 231	D: 10m, 30 ft. Sphere, V/S
<input type="radio"/> Detect Poison and Disease [R]<C>	Druid	--	1A + 10m	Self/30 ft. Sphere	V,S,M	Concentration, up to 10 minutes	PHB 231	D: 10m, 30 ft. Sphere, V/S/M
<input type="radio"/> Entangle <C>	Druid	STR 13	1A	90 ft./20 ft. Square	V,S	Concentration, up to 1 minute	PHB 238	D: 1m, 20 ft. Square, V/S
<input type="radio"/> Faerie Fire <C>	Druid	DEX 13	1A	60 ft./20 ft. Cube	V	Concentration, up to 1 minute	PHB 239	D: 1m, 20 ft. Cube, V
<input type="radio"/> Fog Cloud <C>	Druid	--	1A	120 ft./20 ft. Sphere	V,S	Concentration, up to 1 hour	PHB 243	D: 1h, 20 ft. Sphere, V/S
<input type="radio"/> Goodberry	Druid	--	1A	Touch	V,S,M	Instantaneous	PHB 246	V/S/M
<input type="radio"/> Healing Word	Druid	--	1BA	60 ft.	V	Instantaneous	PHB 250	V
<input type="radio"/> Jump	Druid	--	1A	Touch	V,S,M	1 minute	PHB 254	D: 1m, V/S/M
<input type="radio"/> Longstrider	Druid	--	1A	Touch	V,S,M	1 hour	PHB 256	D: 1h, V/S/M
<input type="radio"/> Purify Food and Drink [R]	Druid	--	1A + 10m	10 ft./5 ft. Sphere	V,S	Instantaneous	PHB 270	5 ft. Sphere, V/S
<input type="radio"/> Speak with Animals [R]	Druid	--	1A + 10m	Self	V,S	10 minutes	PHB 277	D: 10m, V/S
<input type="radio"/> Thunderwave	Druid	CON 13	1A	Self/15 ft. Cube	V,S	Instantaneous	PHB 282	15 ft. Cube, V/S
<input type="radio"/> Absorb Elements	Druid	--	1R	Self	S	1 round	EE 150	D: 1Rnd, S
<input type="radio"/> Beast Bond <C>	Druid	--	1A	Touch	V,S,M	Concentration, up to 10 minutes	EE 150	D: 10m, V/S/M
<input type="radio"/> Earth Tremor	Druid	DEX 13	1A	10 ft.	V,S	Instantaneous	EE 155	V/S
<input type="radio"/> Ice Knife	Druid	DEX 13 / +5	1A	60 ft./5 ft. Sphere	S,M	Instantaneous	EE 157	5 ft. Sphere, S/M

SPELLS