

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



300
EXPERIENCE POINTS



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