

## Bumba The Round

CHARACTER NAME

Druid 1

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

10

--

#### HIT POINTS

Total

1d8

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

#### 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                        |
| === 1st LEVEL ===                                      | 2 Slots OO |             |          |                       |       |                                 |          |                              |
| <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