

=== 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).

15	PASSIVE WISDOM (PERCEPTION)						
13	PASSIVE WISDOM (INSIGHT)						
15	PASSIVE INTELLIGENCE (INVESTIGATION)						
Darkvisio	n 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							



Druid 2 JayTizzleDizzle
CLASS & LEVEL PLAYER NAME

Rock Gnome Folk Hero 300

RACE BACKGROUND EXPERIENCE POINTS

=== DRUID FEATURES ===

- * Hit Points PHB 65
- * Proficiencies PHB 65
- * Druidic PHB 66

You know Druidic, the secret language of druids.

* Spellcasting • PHB 66

You can cast prepared druid spells using WIS as your spellcasting modifier (Spell DC 13, Spell Attack +5) and prepared druid spells as rituals if they have the ritual tag. You can use a druidic focus as a spellcasting focus.

* Wild Shape • PHB 66

As an action, you can magically assume the shape of a beast that you have seen before twice per short rest.

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).

- | 2 / Short Rest 1 Action
- * Druid Circle PHB 67
- | Circle of the Land (Mountain)
- * Bonus Cantrip PHB 68

You learn one additional druid cantrip of your choice.

* Natural Recovery • PHB 68

Once per long rest during a short rest, you choose expended spell slots to recover. The spell slots can have a combined level of up to 1, and none of the slots can be 6th level or higher.

| 1 / Long Rest

=== ROCK GNOME RACIAL TRAITS ===

* Darkvision • BR 37

You can see in darkness (shades of gray) up to 60 ft.

* Gnome Cunning • BR 37

You have advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

* Artificer's Lore • BR 37

Add twice your proficiency bonus to History checks related to magic items, alchemical objects, or technological devices.

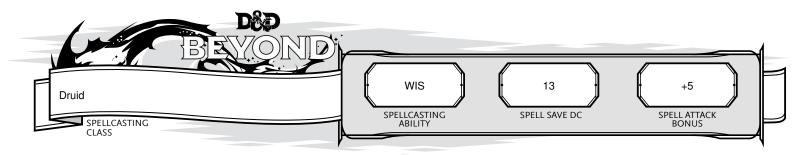
* Tinker • BR 37

You are proficient with tinker's tools and can use them to construct tiny clockwork devices.

FEATURES & TRAITS

		NAME	QTY	WEIGHT	NAME	QTY	WEIGHT
ĞP	0	Shield	1	6 lb.	Rope, Hempen (50 feet)	1	10 lb.
		Leather	1	10 lb.	Tinderbox	1	1 lb.
<u>S</u> P((0	Scimitar	1	3 lb.	Torch	10	10 lb.
		Backpack	1	5 lb.	Waterskin	1	5 lb.
	0	Clothes, Common	1	3 lb.			
		Pot, Iron	1	10 lb.			
- (34	Potion of Healing	1	0.5 lb.			
جراز		Potion of Healing	1	0.5 lb.			
7 P	0	Potion of Healing	1	0.5 lb.			
W W	/EIGHT CARRIED	Shovel	1	5 lb.			
	110.5 lb.	Brewer's Supplies	1	9 lb.			
	ENCUMBERED	Wooden Staff	1	4 lb.	ATTUNED MAGIC ITEMS	QTY	WEIGHT
	120 lb.	Bedroll	1	7 lb.			
PI	USH/DRAG/LIFT	Mess Kit	1	1 lb.			
	240 lb.	Rations (1 day)	10	20 lb.			
			EQUI	PMENT			





	SPELL NAME	SOURCE	SAVE/ATK	TIME	RANGE	COMP	DURATION	PAGE REF	NOTES
	=== CANTRIPS ===	(At Will)	_						
_	Produce Flame	Druid	+5	1A	Self	V,S	10 minutes	PHB 269	D: 10m, V/S
_	Mending	Druid		1m	Touch	V,S,M	Instantaneous	PHB 259	V/S/M
0	Frostbite	Bonus Cantrip	CON 13	1A	60 ft.	V,S	Instantaneous	EE 156	V/S
	=== 1st LEVEL ===	3 Slots OOO							
0	Animal Friendship	Druid	WIS 13	1A	30 ft.	V,S,M	24 hours	PHB 212	D: 24h, V/S/M
_	Charm Person	Druid	WIS 13		30 ft.	V,S	1 hour	PHB 221	D: 1h, V/S
-	Create or Destroy Water	Druid		1A	30 ft./30 ft. Cube	,	Instantaneous	PHB 229	30 ft. Cube, V/S/M
_	Cure Wounds	Druid		1A	Touch	V,S	Instantaneous	PHB 230	V/S
_	Detect Magic [R] <c></c>	Druid		1A + 10m	Self/30 ft. Sphere		Concentration, up to 10 minutes	PHB 231	D: 10m, 30 ft. Sphere, V/S
0	Detect Poison and Disease [R] <c></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
0	Entangle <c></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
0	Faerie Fire <c></c>	Druid	DEX 13	1A	60 ft./20 ft. Cube	٧	Concentration, up to 1 minute	PHB 239	D: 1m, 20 ft. Cube, V
0	Fog Cloud <c></c>	Druid		1A	120 ft./20 ft. Sphere	V,S	Concentration, up to 1 hour	PHB 243	D: 1h, 20 ft. Sphere, V/S
0	Goodberry	Druid		1A	Touch	V,S,M	Instantaneous	PHB 246	V/S/M
0	Healing Word	Druid		1BA	60 ft.	٧	Instantaneous	PHB 250	V
0	Jump	Druid		1A	Touch	V,S,M	1 minute	PHB 254	D: 1m, V/S/M
0	Longstrider	Druid		1A	Touch	V,S,M	1 hour	PHB 256	D: 1h, V/S/M
0	Purify Food and Drink [R]	Druid		1A + 10m	10 ft./5 ft. Sphere	V,S	Instantaneous	PHB 270	5 ft. Sphere, V/S
0	Speak with Animals [R]	Druid		1A + 10m	Self	V,S	10 minutes	PHB 277	D: 10m, V/S
0	Thunderwave	Druid	CON 13	1A	Self/15 ft. Cube	V,S	Instantaneous	PHB 282	15 ft. Cube, V/S
0	Absorb Elements	Druid		1R	Self	S	1 round	EE 150	D: 1Rnd, S
0	Beast Bond <c></c>	Druid		1A	Touch	V,S,M	Concentration, up to 10 minutes	EE 150	D: 10m, V/S/M
0	Earth Tremor	Druid	DEX 13	1A	10 ft.	V,S	Instantaneous	EE 155	V/S
0	Ice Knife	Druid	DEX 13 / +5	1A	60 ft./5 ft. Sphere	S,M	Instantaneous	EE 157	5 ft. Sphere, S/M