

Bumba The Round

CHARACTER NAME

Druid 4

CLASS & LEVEL

Rock Gnome

RACE

Folk Hero

BACKGROUND

JayTizzleDizzle

PLAYER NAME

2,700

EXPERIENCE POINTS

STRENGTH

-1

8

DEXTERITY

+2

14

CONSTITUTION

+2

15

INTELLIGENCE

+5

20

WISDOM

+3

17

CHARISMA

+3

16

- ☐ -1 Strength
- ☐ +2 Dexterity
- ☐ +2 Constitution
- ☒ +7 Intelligence
- ☐ +5 Wisdom
- ☐ +3 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
- ☐ +3 Deception CHA
- ☐ +5 History INT
- ☐ +3 Insight WIS
- ☐ +3 Intimidation CHA
- ☐ +5 Investigation INT
- ☐ +3 Medicine WIS
- ☐ +5 Nature INT
- ☒ +5 Perception WIS
- ☐ +3 Performance CHA
- ☐ +3 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

31

--

HIT POINTS

Total

4d8

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 2 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



Druid 4

CLASS & LEVEL

Rock Gnome

RACE

JayTizzleDizzle

PLAYER NAME	TEAM	POSITION	AGE	HEIGHT	WEIGHT	WINGSPAN	VERTICAL JUMP	3-PT SHOOTING	FREE THROWS	REBOUNDING	ASSISTS	STEALS	BLOCKS	TOURNAMENT PERFORM
John Smith	Team A	Guard	22	6'2"	180	72	28	45%	85%	10	5	2	1	8.5
Jane Doe	Team B	Forward	20	6'5"	200	75	30	40%	80%	15	3	1	2	7.0
Mike Johnson	Team C	Center	25	7'0"	250	80	35	35%	75%	20	2	3	4	9.0
Sarah Williams	Team D	Guard	21	6'0"	170	70	25	50%	90%	8	7	1	0	6.5
David Brown	Team E	Forward	23	6'8"	210	78	32	42%	78%	12	4	2	1	7.5
Emily Davis	Team F	Center	24	6'7"	220	76	33	38%	72%	18	3	2	3	8.0
Chris Miller	Team G	Guard	20	6'1"	175	71	27	48%	88%	9	6	1	0	6.0
Alexander Wilson	Team H	Forward	22	6'6"	205	77	31	41%	79%	14	4	2	1	7.2
Olivia Taylor	Team I	Center	26	7'1"	260	81	36	36%	74%	22	2	3	4	9.2
Benjamin Clark	Team J	Guard	21	6'3"	185	73	29	46%	86%	11	5	1	1	6.8
Mia White	Team K	Forward	19	6'4"	195	74	30	43%	77%	13	4	2	1	7.1
Lucas Green	Team L	Center	27	7'2"	270	82	37	37%	73%	21	2	3	4	9.1
Isabella Black	Team M	Guard	20	6'0"	170	70	25	52%	92%	7	8	1	0	6.2
Ethan King	Team N	Forward	23	6'7"	215	79	32	40%	76%	16	4	2	1	7.3
Ava Lee	Team O	Center	25	6'9"	230	80	34	39%	75%	19	3	2	3	8.3
Noah Hall	Team P	Guard	21	6'2"	180	72	28	47%	87%	10	5	1	1	6.9
Charlotte Young	Team Q	Forward	22	6'6"	200	77	31	44%	80%	14	4	2	1	7.4
Liam Adams	Team R	Center	26	7'0"	240	81	35	38%	74%	20	2	3	4	9.0
Amelia Baker	Team S	Guard	20	6'1"	175	71	27	49%	89%	9	7	1	0	6.1
Oliver Evans	Team T	Forward	23	6'7"	210	78	32	41%	78%	15	4	2	1	7.2
Sophia Carter	Team U	Center	24	6'8"	225	80	34	39%	75%	18	3	2	3	8.2
William Mitchell	Team V	Guard	21	6'3"	185	73	29	46%	86%	11	5	1	1	6.8
Grace Perez	Team W	Forward	22	6'5"	200	77	31	43%	79%	14	4	2	1	7.3
James Roberts	Team X	Center	25	6'9"	235	81	35	38%	74%	20	2	3	4	9.0
Chloe Turner	Team Y	Guard	20	6'0"	170	70	25	51%	91%	8	7	1	0	6.0
Benjamin King	Team Z	Forward	23	6'7"	215	79	32	42%	77%	16	4	2	1	7.4
Aria Scott	Team AA	Center	24	6'8"	220	80	34	39%	75%	19	3	2	3	8.2
Leo Green	Team AB	Guard	21	6'2"	180	72	28	47%	87%	10	5	1	1	6.9
Maya White	Team AC	Forward	22	6'5"	200	77	31	44%	80%	14	4	2	1	7.4
Samuel Black	Team AD	Center	25	6'9"	230	81	35	38%	74%	20	2	3	4	9.0
Isabella Brown	Team AE	Guard	20	6'1"	175	71	27	49%	89%	9	7	1	0	6.1
Lucas Green	Team AF	Forward	23											

Folk Hero

BACKGROUND

2.700

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 2 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 2, and none of the slots can be 6th level or higher.

| 1 / Long Rest

* Circle Spells • PHB 68

You gain access to circle spells for your associated land. A circle spell counts as a druid spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day.

* Wild Shape Improvement • PHB 66

While using your Wild Shape feature, you can transform into beasts of CR 1/2 or lower that don't have a flying speed.

* Ability Score Improvement • PHB 67

=== 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

EQUIPMENT



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)							
○ 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
○ Frostbite	Bonus Cantrip	CON 13	1A	60 ft.	V,S	Instantaneous	EE 156	V/S
=== 1st LEVEL ===	4 Slots OOOO							
○ Animal Friendship	Druid	WIS 13	1A	30 ft.	V,S,M	24 hours	PHB 212	D: 24h, V/S/M
○ Cure Wounds	Druid	--	1A	Touch	V,S	Instantaneous	PHB 230	V/S
○ Speak with Animals [R]	Druid	--	1A	Self	V,S	10 minutes	PHB 277	D: 10m, V/S
○ Charm Person	Druid	WIS 13	1A	30 ft.	V,S	1 hour	PHB 221	D: 1h, V/S
○ Create or Destroy Water	Druid	--	1A	30 ft./30 ft. Cube	V,S,M	Instantaneous	PHB 229	30 ft. Cube, V/S/M
○ 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
○ 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
○ 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
○ 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
○ 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
○ Goodberry	Druid	--	1A	Touch	V,S,M	Instantaneous	PHB 246	V/S/M
○ Healing Word	Druid	--	1BA	60 ft.	V	Instantaneous	PHB 250	V
○ Jump	Druid	--	1A	Touch	V,S,M	1 minute	PHB 254	D: 1m, V/S/M
○ Longstrider	Druid	--	1A	Touch	V,S,M	1 hour	PHB 256	D: 1h, V/S/M
○ Purify Food and Drink [R]	Druid	--	1A + 10m	10 ft./5 ft. Sphere	V,S	Instantaneous	PHB 270	5 ft. Sphere, V/S
○ Thunderwave	Druid	CON 13	1A	Self/15 ft. Cube	V,S	Instantaneous	PHB 282	15 ft. Cube, V/S
○ Absorb Elements	Druid	--	1R	Self	S	1 round	EE 150	D: 1Rnd, S
○ Beast Bond <C>	Druid	--	1A	Touch	V,S,M	Concentration, up to 10 minutes	EE 150	D: 10m, V/S/M
○ Earth Tremor	Druid	DEX 13	1A	10 ft.	V,S	Instantaneous	EE 155	V/S
○ Ice Knife	Druid	DEX 13 / +5	1A	60 ft./5 ft. Sphere	S,M	Instantaneous	EE 157	5 ft. Sphere, S/M
=== 2nd LEVEL ===	3 Slots OOO							
○ Locate Animals or Plants [R]	Druid	--	1A	Self	V,S,M	Instantaneous	PHB 256	V/S/M
○ Barkskin <C>	Druid	--	1A	Touch	V,S,M	Concentration, up to 1 hour	PHB 217	D: 1h, V/S/M
P Spider Climb <C>	Druid (Always Prepared)	--	1A	Touch	V,S,M	Concentration, up to 1 hour	PHB 277	D: 1h, V/S/M
P Spike Growth <C>	Druid (Always Prepared)	--	1A	150 ft./20 ft. Sphere	V,S,M	Concentration, up to 10 minutes	PHB 277	D: 10m, 20 ft. Sphere, V/S/M
○ Animal Messenger [R]	Druid	--	1A + 10m	30 ft.	V,S,M	24 hours	PHB 212	D: 24h, V/S/M
○ Darkvision	Druid	--	1A	Touch	V,S,M	8 hours	PHB 230	D: 8h, V/S/M
○ Enhance Ability <C>	Druid	--	1A	Touch	V,S,M	Concentration, up to 1 hour	PHB 237	D: 1h, V/S/M
○ Find Traps	Druid	--	1A	120 ft.	V,S	Instantaneous	PHB 241	V/S
○ Flame Blade <C>	Druid	+5	1BA	Self	V,S,M	Concentration, up to 10 minutes	PHB 242	D: 10m, V/S/M
○ Flaming Sphere <C>	Druid	DEX 13	1A	60 ft./5 ft. Sphere	V,S,M	Concentration, up to 1 minute	PHB 242	D: 1m, 5 ft. Sphere, V/S/M
○ Gust of Wind <C>	Druid	STR 13	1A	Self	V,S,M	Concentration, up to 1 minute	PHB 248	D: 1m, V/S/M
○ Heat Metal <C>	Druid	--	1A	60 ft.	V,S,M	Concentration, up to 1 minute	PHB 250	D: 1m, V/S/M
○ Hold Person <C>	Druid	WIS 13	1A	60 ft.	V,S,M	Concentration, up to 1 minute	PHB 251	D: 1m, V/S/M
○ Lesser Restoration	Druid	--	1A	Touch	V,S	Instantaneous	PHB 255	V/S
○ Locate Object <C>	Druid	--	1A	Self	V,S,M	Concentration, up to 10 minutes	PHB 256	D: 10m, V/S/M
○ Moonbeam <C>	Druid	CON 13	1A	120 ft./5 ft. Cylinder	V,S,M	Concentration, up to 1 minute	PHB 261	D: 1m, 5 ft. Cylinder, V/S/M
○ Pass without Trace <C>	Druid	--	1A	Self	V,S,M	Concentration, up to 1 hour	PHB 264	D: 1h, V/S/M
○ Protection from Poison	Druid	--	1A	Touch	V,S	1 hour	PHB 270	D: 1h, V/S
○ Dust Devil <C>	Druid	STR 13	1A	60 ft./5 ft. Cube	V,S,M	Concentration, up to 1 minute	EE 154	D: 1m, 5 ft. Cube, V/S/M
○ Earthbind <C>	Druid	STR 13	1A	300 ft.	V	Concentration, up to 1 minute	EE 154	D: 1m, V
○ Skywrite [R]<C>	Druid	--	1A + 10m	Sight	V,S	Concentration, up to 1 hour	EE 165	D: 1h, V/S
○ Warding Wind <C>	Druid	--	1A	Self/10 ft. Sphere	V	Concentration, up to 10 minutes	EE 170	D: 10m, 10 ft. Sphere, V

SPELLS

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

SPELLS