

## 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
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## 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