

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	POSITION	AGE	HEIGHT	WEIGHT	WINGSPAN	VERTICAL JUMP	3-PT SHOOTING	FREE THROWS	REBOUNDING	ASSISTS	STEALS	BLOCKS	TOURNAMENT PERFORM.
John Smith	Guard	22	6'2"	180	72"	28"	40%	85%	5	8	2	1	8.5
Jane Doe	Forward	20	6'5"	200	74"	30"	35%	80%	10	5	3	2	7.5
Mike Johnson	Center	25	7'0"	250	78"	35"	30%	75%	15	3	4	3	6.5
Sarah Lee	Guard	21	6'0"	170	70"	26"	45%	90%	3	10	1	0	9.0
David Kim	Forward	23	6'8"	210	76"	32"	38%	78%	12	6	2	1	8.0
Emily White	Center	24	6'10"	230	75"	33"	32%	72%	18	4	3	2	7.0
Chris Brown	Guard	26	6'3"	190	73"	29"	42%	88%	7	9	2	1	8.8
Alex Green	Forward	22	6'6"	205	75"	31"	36%	76%	11	7	2	1	7.8
Olivia Black	Center	27	7'2"	260	80"	36"	28%	70%	20	2	4	3	6.0
Benjamin Gray	Guard	21	6'1"	175	71"	27"	48%	92%	4	11	1	0	9.2
Mia Hall	Forward	20	6'4"	195	74"	30"	37%	77%	9	8	2	1	7.9
Ethan King	Center	24	6'9"	240	77"	34"	31%	73%	16	5	3	2	6.8
Ava Scott	Guard	23	6'2"	185	72"	28"	41%	89%	6	10	2	1	8.9
Noah Adams	Forward	22	6'7"	208	75"	31"	39%	79%	13	6	2	1	7.7
Isabella Baker	Center	25	6'11"	235	79"	35"	29%	71%	19	3	4	2	6.2
Liam Clark	Guard	21	6'0"	172	70"	26"	46%	91%	5	12	1	0	9.1
Charlotte Evans	Forward	20	6'5"	198	74"	30"	38%	78%	10	7	2	1	7.6
Lucas Foster	Center	26	7'1"	245	79"	34"	30%	74%	17	4	3	2	6.6
Amelia Gibson	Guard	22	6'1"	178	71"	27"	47%	93%	4	13	1	0	9.3
Henry Hill	Forward	23	6'6"	202	75"	31"	37%	77%	11	8	2	1	7.5
Grace King	Center	24	6'10"	232	78"	33"	31%	73%	18	3	4	2	6.4
Sebastian Lee	Guard	21	6'2"	182	72"	28"	43%	90%	6	11	2	1	9.0
Victoria Miller	Forward	20	6'4"	196	74"	30"	39%	79%	10	7	2	1	7.4
Julian Wilson	Center	25	7'0"	248	80"	35"	29%	72%	19	3	4	2	6.3
Chloe Young	Guard	22	6'1"	180	71"	27"	49%	94%	5	14	1	0	9.4
Isaac Adams	Forward	23	6'7"	204	75"	31"	38%	78%	12	8	2	1	7.3
Madison Baker	Center	24	6'11"	238	79"	34"	30%	71%	18	3	4	2	6.1
Christopher Clark	Guard	21	6'0"	174	70"	26"	47%	92%	5	15	1	0	9.5
Emily Evans	Forward	20	6'5"	199	74"	30"	39%	79%	11	7	2	1	7.2
Matthew Foster	Center	25	7'0"	242	80"	35"	29%	72%	19	3	4	2	6.0
Olivia Gibson	Guard	22	6'1"	181	71"	27"	48%	93%	5	16	1	0	9.6
William Hill	Forward	23	6'6"	206	75"	31"	38%	78%	12	8	2	1	7.1
Zoe King	Center	24	6'10"	234	78"	33"	31%	73%	18	3	4	2	5.9
Adam Lee	Guard	21	6'2"	183									

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

Wild Shape Improvement: Flying 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

WEIGHT CARRIED		ENCUMBERED		PUSH/DRAW/LIFT	
110.5 lb.		120 lb.		240 lb.	
NAME	QTY	WEIGHT	NAME	QTY	WEIGHT
Shield	1	6 lb.	Rope, Hempen (50 feet)	1	10 lb.
Leather	1	10 lb.	Tinderbox	1	1 lb.
Scimitar	1	3 lb.	Torch	10	10 lb.
Backpack	1	5 lb.	Waterskin	1	5 lb.
Clothes, Common	1	3 lb.			
Pot, Iron	1	10 lb.			
Potion of Healing	1	0.5 lb.			
Potion of Healing	1	0.5 lb.			
Potion of Healing	1	0.5 lb.			
Shovel	1	5 lb.			
Brewer's Supplies	1	9 lb.			
Wooden Staff	1	4 lb.	ATTUNED MAGIC ITEMS	QTY	WEIGHT
Bedroll	1	7 lb.			
Mess Kit	1	1 lb.			
Rations (1 day)	10	20 lb.			

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

