

Cedar Springbright Jr.

CHARACTER NAME

Druid 1

CLASS & LEVEL

Norwegian Forest Cat (Hefty) Awakened Cat

RACE

BACKGROUND

Eleanor

PLAYER NAME

0

EXPERIENCE POINTS

STRENGTH

-1

8

DEXTERITY

+3

17

CONSTITUTION

+2

15

INTELLIGENCE

+0

11

WISDOM

+3

17

CHARISMA

-1

9

- ☐ -1 Strength
- ☐ +3 Dexterity
- ☐ +2 Constitution
- ☒ +2 Intelligence
- ☒ +5 Wisdom
- ☐ -1 Charisma

Saving Throw Modifiers

SAVING THROWS

- ☒ +5 Acrobatics DEX
- ☒ +5 Animal Handling WIS
- ☐ +0 Arcana INT
- ☐ -1 Athletics STR
- ☐ -1 Deception CHA
- ☐ +0 History INT
- ☒ +5 Insight WIS
- ☐ -1 Intimidation CHA
- ☐ +0 Investigation INT
- ☐ +3 Medicine WIS
- ☒ +2 Nature INT
- ☒ +5 Perception WIS
- ☐ -1 Performance CHA
- ☐ -1 Persuasion CHA
- ☐ +0 Religion INT
- ☐ +3 Sleight of Hand DEX
- ☐ +3 Stealth DEX
- ☐ +3 Survival WIS
- ☐ \_\_\_\_\_
- ☐ \_\_\_\_\_
- ☐ \_\_\_\_\_

SKILLS

+3

INITIATIVE

ARMOR

17

CLASS

DEFENSES

INSPIRATION

+2

PROFICIENCY BONUS

ABILITY SAVE DC

30 ft. (Walking)

SPEED

Max HP

Current HP

Temp HP

10

--

HIT POINTS

Total

1d8

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

=== ARMOR ===

Light Armor, Medium Armor, Shields

=== WEAPONS ===

Club, Dagger, Dart, Javelin, Mace, Quarterstaff, Scimitar, Sickle, Sling, Spear

=== TOOLS ===

Herbalism Kit

=== LANGUAGES ===

Common, Feline, Elvish, Sylvan, Druidic

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)

10

PASSIVE INTELLIGENCE (INVESTIGATION)

SENSES

NAME

HIT

DAMAGE/TYPE

NOTES

Unarmed Strike

+0

0 Bludgeoning

Bite & Scratch

+1

1d6-1 Slashing

Str modifier, proficient

Quarterstaff

+1

1d6-1 Bludgeoning

Versatile: 1d8-1

Shillelagh (cantrip)

Bonus action

Druidcraft (cantrip)

Action

WEAPON ATTACKS & CANTRIPS

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0

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 Cat " SGC 40

### === AWAKENED CAT FEATURES ===

\* You can spot another awakened cat immediately, and know how to speak to them, how to win them over, and how to earn their trust. You also communicate with unawakened cats easily.

\* A single reminder of your life before becoming awakened; a collar, a bowl with your old name emblazoned on it, a bell attached to a length of yellow ribbon that was your favourite toy. A pouch containing 15gp.

### === CAT FEATURES ===

\* Ability Score Increase " SGC 29

\* Darkvision (60 ft) " SGC 29

\* Bite & Scratch " SGC 29

\* Welcoming Dark " SGC 29

\* Defensive Fluff " SGC 29

### FEATURES & TRAITS

	NAME	QTY	WEIGHT	NAME	QTY	WEIGHT
CP 0	Shield	1	6 lb.			
	Leather armor	1	10 lb.			
SP 0	Quarterstaff	1	4 lb.			
	Backpack	1	5 lb.			
EP 0	Sprig of Mistletoe	1	--			
	Bedroll	1	7 lb.			
GP 15	Mess Kit	1	1 lb.			
	Rations (1 day)	10	20 lb.			
PP 0	Rope, Hempen (50 feet)	1	10 lb.			
	Tinderbox	1	1 lb.			
	Torch	10	10 lb.			
	Waterskin	1	5 lb.			
				ATTUNED MAGIC ITEMS	QTY	WEIGHT
WEIGHT CARRIED						
79 lb.						
ENCUMBERED						
120 lb.						
PUSH/DRAG/LIFT						
240 lb.						

### EQUIPMENT

Cedar Springbright Jr.

CHARACTER NAME

Male	2	Small		
GENDER	AGE	SIZE	HEIGHT	WEIGHT
Neutral				Lots
ALIGNMENT	FAITH	SKIN	EYES	HAIR



like this but with cool armour and a shield

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

I could be described as having my head in the clouds, although I'm not sure why that's a bad thing. Clouds, like all natural phenomena, are beautiful and fascinating.

PERSONALITY TRAITS

Nature is the most powerful force in the universe, it is the lifeblood that connects all creatures.

IDEALS

BONDS

FLAWS

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
Can prepare 4 spells (Wis modifier + Druid level)								
=== 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