



=== 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

15 PASSIVE WISDOM (PERCEPTION)

13 PASSIVE WISDOM (INSIGHT)

10 PASSIVE INTELLIGENCE (INVESTIGATION)

SKILLS

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								

ACTIONS



 Druid 1
 Eleanor

 CLASS & LEVEL
 PLAYER NAME

 Norwegian Forest Cat (Hefty)
 Awakened Cat
 0

 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 Cat " SGC 40

=== CAT FEATURES ===

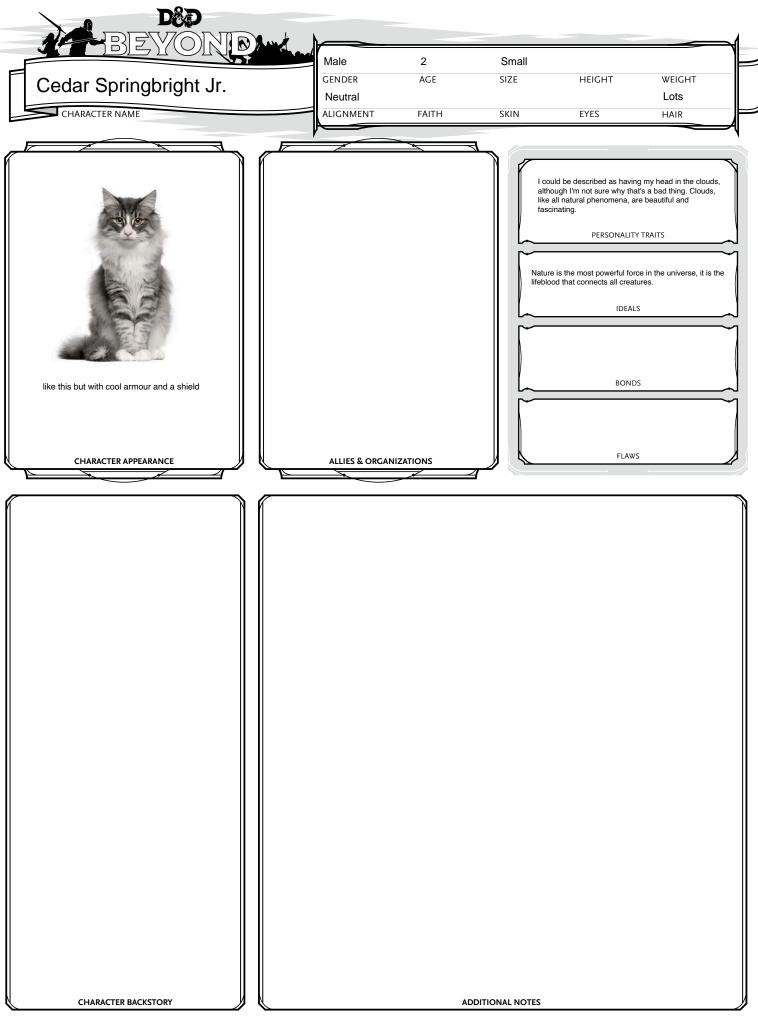
- * Ability Score Increase " SGC 29
- * Darkvision (60 ft) " SGC 29
- * Bite & Scratch " SGC 29
- * Welcoming Dark " SGC 29
- * Defensive Fluff " SGC 29

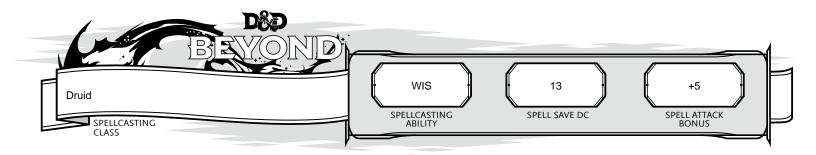
=== AWAKENED CAT FEATURES ===

- * 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

FEATURES & TRAITS

	NAME	QTY	WEIGHT	NAME	QTY	WEIGHT
0	Shield	1	6 lb.			
	Leather armor	1	10 lb.			
0	Quarterstaff	1	4 lb.			
	Backpack	1	5 lb.			
0	Sprig of Mistletoe	1				
	Bedroll	1	7 lb.			
15	Mess Kit	1	1 lb.			
	Rations (1 day)	10	20 lb.			
_ 0 _	Rope, Hempen (50 feet)	1	10 lb.			
WEIGHT CARRIED	Tinderbox	1	1 lb.			
79 lb.	Torch	10	10 lb.			
ENCUMBERED	Waterskin	1	5 lb.	ATTUNED MAGIC ITEMS	QTY	WEIGHT
120 lb.						
PUSH/DRAG/LIFT						
240 lb.						
EQUIPMENT						
	0 0 15 0 weight carried 79 lb. encumbered 120 lb. push/drag/lift	O Shield Leather armor O Quarterstaff Backpack Sprig of Mistletoe Bedroll Mess Kit Rations (1 day) Rope, Hempen (50 feet) Tinderbox Torch Weight Carried Torch Waterskin 120 lb. PUSH/DRAG/LIFT	0 Shield 1 Leather armor 1 0 Quarterstaff 1 Backpack 1 Sprig of Mistletoe 1 Bedroll 1 Mess Kit 1 Rations (1 day) 10 Rope, Hempen (50 feet) 1 Tinderbox 1 Torch 10 Waterskin 1 PUSH/DRAG/LIFT 240 lb.	0 Shield 1 6 lb. Leather armor 1 10 lb. 0 Quarterstaff 1 4 lb. Backpack 1 5 lb. 0 Sprig of Mistletoe 1 Bedroll 1 7 lb. Mess Kit 1 1 lb. Rations (1 day) 10 20 lb. Rope, Hempen (50 feet) 1 10 lb. Tinderbox 1 1 lb. Torch 10 10 lb. ENCUMBERED Waterskin 1 5 lb. PUSH/DRAG/LIFT 240 lb.	0 Shield 1 6 lb. 0 Leather armor 1 10 lb. 0 Quarterstaff 1 4 lb. Backpack 1 5 lb. 0 Sprig of Mistletoe 1 Bedroll 1 7 lb. Mess Kit 1 1 lb. Rations (1 day) 10 20 lb. Rope, Hempen (50 feet) 1 10 lb. Tinderbox 1 1 lb. Torch 10 10 lb. ENCUMBERED Waterskin 1 5 lb. ATTUNED MAGIC ITEMS	0 Shield 1 6 lb. Leather armor 1 10 lb. 0 Quarterstaff 1 4 lb. Backpack 1 5 lb. Sprig of Mistletoe 1 Bedroll 1 7 lb. Mess Kit 1 1 lb. Rations (1 day) 10 20 lb. Rope, Hempen (50 feet) 1 10 lb. Tinderbox 1 1 lb. Torch 10 10 lb. ENCUMBERED Waterskin 1 5 lb. ATTUNED MAGIC ITEMS QTY PUSH/DRAC/LIFT 240 lb. ATTUNED MAGIC ITEMS QTY





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							
0	Animal Friendship	Druid	WIS 13	1A	30 ft.	V,S,M	24 hours	PHB 212	D: 24h, V/S/M
0	Charm Person	Druid	WIS 13	1A	30 ft.	V,S	1 hour	PHB 221	D: 1h, V/S
0	Create or Destroy Water	Druid		1A	30 ft./30 ft. Cube	V,S,M	Instantaneous	PHB 229	30 ft. Cube, V/S/M
0	Cure Wounds	Druid		1A	Touch	V,S	Instantaneous	PHB 230	V/S
0	Detect Magic [R] <c></c>	Druid		1A + 10m	Self/30 ft. Sphere	V,S	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	V	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.	V	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