

Kelgar Ironfist

CHARACTER NAME

Druid 1

CLASS & LEVEL

Hill Dwarf

RACE

Generic background

BACKGROUND

Neutral

ALIGNMENT

Mike

PLAYER NAME

0

EXPERIENCE POINTS

STRENGTH

+1

12

DEXTERITY

+1

13

CONSTITUTION

+3

16

INTELLIGENCE

-1

8

WISDOM

+3

16

CHARISMA

+0

10

0

INSPIRATION

+2

PROFICIENCY BONUS

- ☐ +1 Strength
- ☐ +1 Dexterity
- ☐ +3 Constitution
- ☒ +1 Intelligence
- ☒ +5 Wisdom
- ☐ +0 Charisma

SAVING THROWS

- ☐ +1 Acrobatics (Dex)
- ☐ +3 Animal Handling (Wis)
- ☐ -1 Arcana (Int)
- ☐ +1 Athletics (Str)
- ☐ +0 Deception (Cha)
- ☐ -1 History (Int)
- ☐ +3 Insight (Wis)
- ☐ +0 Intimidation (Cha)
- ☐ -1 Investigation (Int)
- ☒ +3 Medicine (Wis)
- ☒ -1 Nature (Int)
- ☐ +3 Perception (Wis)
- ☐ +0 Performance (Cha)
- ☐ +0 Persuasion (Cha)
- ☒ -1 Religion (Int)
- ☐ +1 Sleight of Hand (Dex)
- ☐ +1 Stealth (Dex)
- ☒ +3 Survival (Wis)

SKILLS

13

ARMOR CLASS

+1

INITIATIVE

25

SPEED

Hit Point Maximum 12

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d8

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

TODO: How does your character behave? See the PHB for examples of all the sections below

PERSONALITY TRAITS

TODO: What does your character believe in?

IDEALS

TODO: Describe what debts your character has to pay, and other commitments or ongoing quests they have.

BONDS

TODO: Describe your characters interesting flaws.

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Club

+3

1d4+1/b

Sickle

+3

1d4+1/s

Armor: Hide Armor

Shield: None

TODO: Describe how your character usually attacks or uses spells.

ATTACKS & SPELLCASTING

13

PASSIVE WISDOM (PERCEPTION)

Proficiencies:

Light armor, medium armor, shields (druids will not wear armor or use shields made of metal), clubs, daggers, darts, javelins, maces, quarterstaves, scimitars, sickles, slings, spears, battleaxes, handaxes, throwing hammers, warhammers.

Languages:

Common, Druidic

OTHER PROFICIENCIES & LANGUAGES

CP

0

SP

0

EP

0

GP

0

PP

0

Wooden Staff

EQUIPMENT

FEATURES & TRAITS

Features and Magic Items

Kelgar Ironfist

Subclasses

Features

Darkvision (60')

Source: Race

Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Dwarven Resilience

Source: Race (Dwarf)

You have advantage on saving throws against poison, and you have resistance against poison damage

Dwarven Toughness

Source: Race (Hill Dwarf)

****Not included in stats on Character Sheet**

Your hit point maximum increases by 1, and it increases by 1 every time you gain a level.

Stonecunning

Source: Race (Dwarf)

Whenever you make an Intelligence (History) check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus. Languages.

Magic Items

Spell Descriptions

Kelgar Ironfist

Druidcraft

Transmutation Cantrip

Casting Time: 1 action

Duration: Instantaneous

Range: 30 feet

Components: V, S

Whispering to the spirits of nature, you create one of the following effects within range:

- You create a tiny, harmless sensory effect that predicts what the weather will be at your location for the next 24 hours. The effect might manifest as a golden orb for clear skies, a cloud for rain, falling snowflakes for snow, and so on. This effect persists for 1 round.
- You instantly make a flower blossom, a seed pod open, or a leaf bud bloom.
- You create an instantaneous, harmless sensory effect, such as falling leaves, a puff of wind, the sound of a small animal, or the faint odor of skunk. The effect must fit in a 5-foot cube.
- You instantly light or snuff out a candle, a torch, or a small campfire.

Shillelagh

Transmutation Cantrip

Casting Time: 1 bonus action

Duration: 1 minute

Range: Touch

Components: V, S, M (Mistletoe, a shamrock leaf, and a club or quarterstaff)

The wood of a club or quarterstaff you are holding is imbued with nature's power. For the duration, you can use your spellcasting ability instead of Strength for the attack and damage rolls of melee attacks using that weapon, and the weapon's damage die becomes a d8. The weapon also becomes magical, if it isn't already. The spell ends if you cast it again or if you let go of the weapon.