

Druid 2 CLASS & LEVEL

Hill Dwarf

Sailor

BACKGROUND Lawful good

ALIGNMENT

Mark PLAYER NAME

300

I am quick to accept new friends, but quick to

judge and will easily punish trangressions. My true friends know they can rely on my no matter what. You will not struggle to know

PERSONALITY TRAITS

magic relic that can banish the rift and allow me to restore Ironforge to its former glory. Once restored, I will buy my own ship, find a crew,

IDEALS

I am especially eager to commune with animals. I often find humanoids fickle and boring, though will always be polite. I

mistrust those that seek to employ me, due to a series of trade deals that went south when the other side failed to

I am impatient with those that are slow to understand. I am

also quick to judge the strong dullard as not worthy of my acquantance. Despite my calculating nature, I cannot resist

a tempting gamble, even if the odds are not in my favor.

FLAWS

I am driven to restore the life to my home city of Ironforge. A rift formed near my town while I was delivering ore, and an undead army was unleashed on my town, killing all my kin. I heard rumors of a

which category you fall into.

and sail the ocean under my own terms

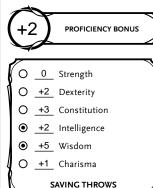
uphold their end.

**EXPERIENCE POINTS** 



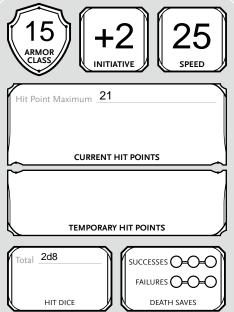
ONSTITUTION

INTELLIGENCE

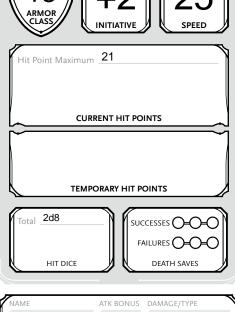


INSPIRATION









4'0" 140 lbs. 55 years old \*Darkvision.\*\* \*\*Dwarven Resilience.\*\* You have advantage on saving throws against poison, and you have resistance against poison damage. \*\*Stoneeunning.\*\* 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. \*\*Dwarven Toughness.\*\* Your hit point maximum increases by 1, and it increases by 1 every time you gain a level. \*\*Ship's Passage.\*\* When you need to, you can secure free passage on a sailing ship for yourself and your adventuring companions. You might sail on the ship you served on, or another ship you have good relations with (perhaps one captained bye former crewmate). Because you're calling in a favor, you can't be certain of a schedule or route that will meet your every need. Your Dungeon Master will determine how long it takes to get where you need to go. In return for your free passage, you and your companions are expected to assist the crew during the voyage.

**FEATURES & TRAITS** 

ash quarterstaff (druidic focus). backpack, bedroll, mess kit (2), tinderbox, rations (10 days), waterskin, 50 feet of hemp rope, rolling pin, a belaying pin (club), 50 feet of silk rope, a book that tells the story of a hero ridding the world of undead evil with the help of a magic relic (the last chapter is missing), a set of 70 common dothes, a belt pouch, cloak of protection, potion of healing, chain shirt, flask of alchemist fire, lantern, thieves tools, spellbook.

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CHARISMA

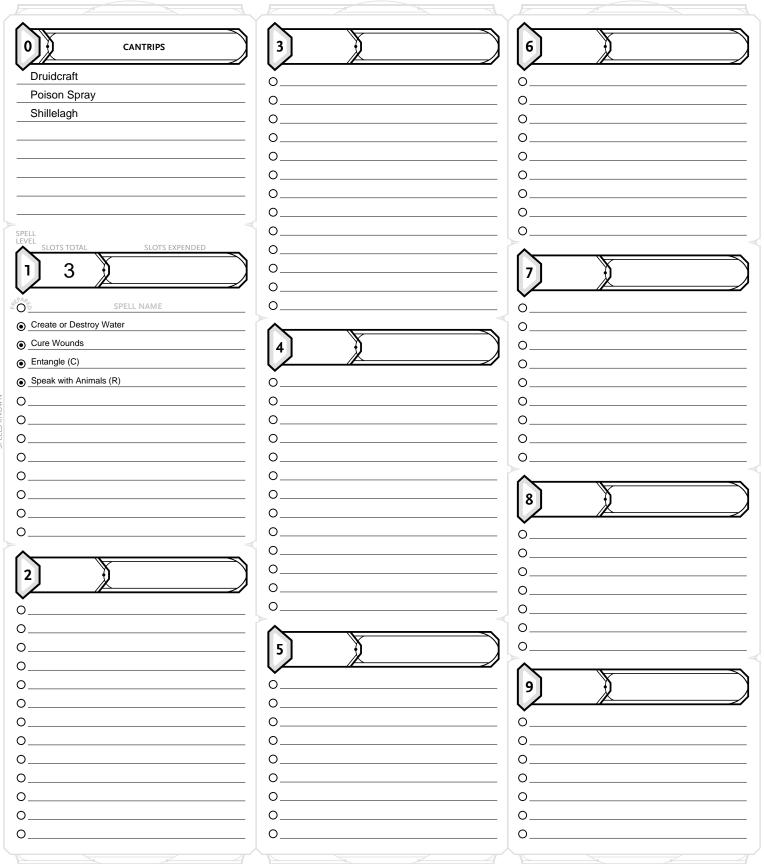
PASSIVE WISDOM (PERCEPTION)

#### Proficiencies:

Light armor, medium armor, shields (druids will not wear armor or use shields made of metal), clubs, daggers, darts, javelins, maces, quarterstaffs, scimitars, sickles, slings, spears, battleaxes, handaxes, throwing hammers, warhammers, brewer's supplies, navigator's tools, vehicles (water).

Common, Dwarvish, Druidic

OTHER PROFICIENCIES & LANGUAGES



## Spells and Incantations

### Gunnloda Wavesplitter

### Create or Destroy Water

Transmutation Level 1
Casting Time: 1 action
Range: 30 ft (30 ft cube)

Components: V, S, M (a drop of water if creating water

or a few grains of sand if destroying it)

**Duration:** instantaneous

You either create or destroy water.

**Create Water.** You create up to 10 gallons of clean water within range in an open container. Alternatively, the water falls as rain in a 30-foot cube within range, extinguishing exposed flames in the area.

**Destroy Water.** You destroy up to 10 gallons of water in an open container within range. Alternatively, you destroy fog in a 30-foot cube within range.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you create or destroy 10 additional gallons of water, or the size of the cube increases by 5 feet, for each slot level above 1st.

#### **Cure Wounds**

Evocation Level 1

Casting Time: 1 action

Range: 60 ft Components: V, S Duration: Instantaneous

A creature you touch regains a number of hit points equal to 1d8 + your spellcasting ability modifier. This spell has no effect on undead or constructs. At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the healing increases by 1d8 for each slot level above 1st.

### Druidcraft

Transmutation Cantrip
Casting Time: 1 action

Range: 30 ft Components: V, S Duration: instantaneous

You create one of the following effects within range:

- You create a harmless sensory effect that predicts what the weather will be for the next 24 hours. This effect persists for 1 round. - You make a flower blossom, a seed pod open, or a leaf bud bloom. - You create a harmless nature-related sensory effect. The effect must fit in a 5-foot cube. - You light or put out a small flame.

### Entangle

Conjuration Level 1 (concentration)

Casting Time: 1 action Range: 90 ft (20 ft area) Components: V, S

**Duration:** Concentration, up to 1 minute

Grasping weeds and vines sprout from the ground in a 20-foot square starting from a point within range. For the duration, these plants turn the ground in the area into difficult terrain.

A creature in the area when you cast the spell must succeed on a Strength saving throw or be restrained by the entangling plants until the spell ends. A creature restrained by the plants can use its action to make a Strength check against your spell save DC. On a success, it frees itself.

When the spell ends, the conjured plants wilt away.

## Poison Spray

Conjuration Cantrip
Casting Time: 1 action

Range: 60 ft Components: V, S Duration: Instantaneous

You extend your hand toward a creature you can see within range and project a puff of noxious gas from your palm. The creature must succeed on a Constitution saving throw or take 1d12 poison damage. This spells damage increases by 1d12 when you reach 5th level (2d12), 11th level (3d12), and 17th level (4d12).

## Shillelagh

Transmutation Cantrip

Casting Time: 1 bonus action

Range: Touch

Components: V, S, M (mistletoe, a shamrock leaf, and a

club or quarterstaff) **Duration:** 1 minute

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.

## Speak with Animals

Divination Level 1 (ritual)
Casting Time: 1 action

Range: Self

Components: V, S Duration: 10 minutes

You gain the ability to comprehend and verbally communicate with beasts for the duration. The knowledge and awareness of many beasts is limited by their intelligence, but at minimum, beasts can give you information about nearby locations and monsters, including whatever they can perceive or have perceived within the past day. You might be able to persuade a beast to perform a small favor for you, at the GM's discretion.

# Wild Shapes

#### Gunnloda Wavesplitter

#### **Known Beasts**

Rat, Spider

### Rat

### Tiny beast, unaligned

Armor Class		Hit Points		Speed
10			(1d4-2)	20
STR	DEX		CON	
2 (-4)	11 (0)	)	9 (-1)	

Skills:

Senses: Darkvision 30 Ft., passive Perception

10

Languages:

**Keen Smell:** The rat has advantage on Wisdom (Perception) checks that rely on smell.

**Bite:** Melee Weapon Attack: +0 to hit, reach 5 ft., one target. Hit: 1 piercing damage.

## Spider

#### Tiny beast, unaligned

Armor	Armor Class		t Points	Speed
12	2	(	1d4-1)	20
STR	DEX	ζ	CON	
2 (-4)	14 (+	2)	8 (-1)	

Skills: Stealth +4

**Senses:** Darkvision 30 Ft., passive Perception

12

Languages:

**Spider Climb:** The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense: While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

Web Walker: The spider ignores Movement restrictions caused by webbing.

**Bite:** Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 1 piercing damage, and the target must succeed on a DC 9 Constitution saving throw or take 2 (1d4) poison damage.