

Dain Wavesmasher

CHARACTER NAME

Druid 1

CLASS & LEVEL

Hill Dwarf

RACE

Sailor

BACKGROUND

Lawful good

ALIGNMENT

Mark

PLAYER NAME

0

EXPERIENCE POINTS

STRENGTH

0

10

DEXTERITY

+2

14

CONSTITUTION

+3

17

INTELLIGENCE

0

11

WISDOM

+3

17

CHARISMA

+1

13

INSPIRATION

+2

PROFICIENCY BONUS

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

SAVING THROWS

- ☐ +2 Acrobatics (Dex)
- ☐ +3 Animal Handling (Wis)
- ☐ 0 Arcana (Int)
- ☒ +2 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)
- ☐ +2 Sleight of Hand (Dex)
- ☐ +2 Stealth (Dex)
- ☐ +3 Survival (Wis)

SKILLS

15

ARMOR CLASS

+2

INITIATIVE

25

SPEED

Hit Point Maximum 12

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d8

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

I am quick to accept new friends, but quick to judge and will easily punish transgressions. My true friends know they can rely on my no matter what. You will not struggle to know which category you fall into.

PERSONALITY TRAITS

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 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, and sail the ocean under my own terms.

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 uphold their end.

BONDS

I am impatient with those that are slow to understand. I am also quick to judge the strong dullard as not worthy of my acquaintance. Despite my calculating nature, I cannot resist a tempting gamble, even if the odds are not in my favor.

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Scimitar

4

1d6 +2 slas

Quarterstaf

2

1d6 bludge

Armor: Leather armor Shield: Wooden shield

ATTACKS & SPELLCASTING

15

PASSIVE WISDOM (PERCEPTION)

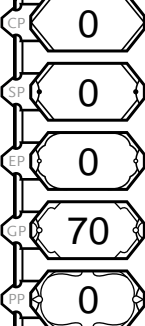
Proficiencies:

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, brewer's supplies, navigator's tools, vehicles (water).

Languages:

Common, Dwarvish, Druidic

OTHER PROFICIENCIES & LANGUAGES



an explorer's pack, ash quarterstaff (druidic focus), a belying 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 common clothes, and a belt pouch.

EQUIPMENT

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 by 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



Druid 1

SPELLCASTING
CLASS

Wisdom

SPELLCASTING
ABILITY

13

SPELL SAVE DC

+5

SPELL ATTACK
BONUS

0

CANTRIPS

Poison Spray

Shillelagh

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

2

PREPARED

SPELL NAME

- ☒ Create or Destroy Water
- ☒ Cure Wounds
- ☒ Entangle (C)
- ☒ Speak with Animals (R)

2

3

6

7

4

8

5

9

SPILLS KNOWN

Spells and Incantations

Dain Wavesmasher

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.

Entangle

Conjuration Level 1 (concentration)

Casting Time: 1 action

Range: 90 ft (20 ft area)

Components: V, S

Duration: instantaneous

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 spell's 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.