

## 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 13

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d8

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

Club

+3

1d4+1/b

Sickle

+3

1d4+1/s

Armor: Hide Armor  
Shield: None

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

Leather armor, longbow, 20 arrows, greatsword, backpack, bedroll, messkit, tinderbox, 10 torches, 10 days of rations, waterskin, 50 feet of hempen rope, carpenter's tools, shovel, iron pot, set of common clothes, pouch.

EQUIPMENT

(See Features Page)

--Darkvision (60')

--Dwarven Resilience

--Dwarven Toughness\*\*

--Stonecunning

--Wild Shape (2x/SR, 0 hours)

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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.

#### Wild Shape (2x/SR, 0 hours)

**Source:** Druid

Starting at 2nd level, you can use your action to magically assume the shape of a beast that you have seen before. You can use this feature twice. You regain expended uses when you finish a short or long rest. Your druid level determines the beasts you can transform into, as shown in the Beast Shapes table. At 2nd level, for example, you can transform into any beast that has a challenge rating of 1/4 or lower that doesn't have a flying or swimming speed.

2nd Level: Max CR 1/4, No Flying/Swimming (ex: Wolf)

4th Level: Max CR 1/2, No Flying (ex: Crocodile)

8th Level: Max CR 1 (ex: Giant Eagle)

You can stay in a beast shape for a number of hours equal to half your druid level (rounded down). You then revert to your normal form unless you expend another use of this feature. You can revert to your normal form earlier by using a bonus action on your turn. You automatically revert if you fall unconscious, drop to 0 hit points, or die.

While you are transformed, the following rules apply:

- Your game statistics are replaced by the statistics of the beast, but you retain your alignment, personality, and Intelligence, Wisdom, and Charisma scores. You also retain all of your skill and saving throw proficiencies, in addition to gaining those of the creature. If the creature has the same proficiency as you and the bonus in its stat block is higher than yours, use the creature's bonus instead of yours. If the creature has any legendary or lair actions, you can't use them.

- When you transform, you assume the beast's hit points and Hit Dice. When you revert to your normal form, you return to the number of hit points you had before you transformed. However, if you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form. For example, if you take 10 damage in animal form and have only 1 hit point left, you revert and take 9 damage. As long as the excess damage doesn't reduce your normal form to 0 hit points, you aren't knocked unconscious.

- You can't cast spells, and your ability to speak or take any action that requires hands is limited to the capabilities of your beast form. Transforming doesn't break your concentration on a spell you've already cast, however, or prevent you from taking actions that are part of a spell, such as call lightning, that you've already cast.

- You retain the benefit of any features from your class, race, or other source and can use them if the new form is physically capable of doing so. However, you can't use any of your special senses, such as darkvision, unless your new form also has that sense.

- You choose whether your equipment falls to the ground in your space, merges into your new form, or is worn by it. Worn equipment functions as normal, but the DM decides whether it is practical for the new form to wear a piece of equipment, based on the creature's shape and size. Your equipment doesn't change size or shape to match the new form, and any equipment that the new form can't wear must either fall to the ground or merge with it. Equipment that merges with the form has no effect until you leave the form.

**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.