

Druid 1 CLASS & LEVEL Wood Elf

Outlander BACKGROUND

ALIGNMENT

Neutral good

Katherine PLAYER NAME

EXPERIENCE POINTS



INSPIRATION STRENGTH PROFICIENCY BONUS

DEXTERITY

13

CONSTITUTION

13

INTELLIGENCE

WISDOM

CHARISMA

+1 Strength O +1 Dexterity +1 Constitution +3 Intelligence • +4 Wisdom O _-1_ Charisma SAVING THROWS

O +1 Acrobatics (Dex) O +2 Animal Handling (Wis)

+1 Arcana (Int) • +3 Athletics (Str) O -1 Deception (Cha) O +1 History (Int) +2 Insight (Wis) O -1 Intimidation (Cha)

O +1 Investigation (Int) O +2 Medicine (Wis) <u>+1</u> Nature (Int)

+4 Perception (Wis) O -1 Performance (Cha) O -1 Persuasion (Cha)

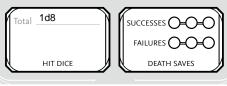
O +1 Religion (Int) O <u>+1</u> Sleight of Hand (Dex) O +1 Stealth (Dex)

• +4 Survival (Wis)

SKILLS

INITIATIVE SPFFD

Hit Point Maximum _9 **CURRENT HIT POINTS TEMPORARY HIT POINTS**



I have a lesson for every situation drawn from observing nature.

PERSONALITY TRAITS

Nature: The natural world is more imprtant than all the contructs of civilization.

IDFALS

I suffer awful visions of a coming disaster and will do anything to prevent it.

BONDS

I remember every insult I've ever received and and nurse a silent resentment toward anyone who's ever wronged me.

FLAWS

DAMAGE/TYPE Scimitar +3 1d6+1/s Shortbow +3 1d6+1/p

Armor: Leather Armor

Shield: None

(See Features Page)

- --Darkvision (60')
- -- Fey Ancestry
- -- Mask of the Wild
- --Trance
- --Wanderer

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, longswords, shortswords, shortbows, longbows.

Languages: Common, Elvish

OTHER PROFICIENCIES & LANGUAGES

40

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Shortbow, Scimitar, Leather Armor. Backpack, Bedroll, Hempen Rope (50 feet), Mess Kit, Tinderbox, Torches (10), Rations (10), Waterskin, Wooden Staff, Hunting Trap, Owlbear Bone Ring, Travelers Clothes, Belt pouch

ATTACKS & SPELLCASTING

EQUIPMENT

FEATURES & TRAITS

0 CANTRIPS	3 0	6 0
Mending (V,S,M) Produce Flame (V,S)		
	O O	O O
	O	0
SPELL LEVEL	O O	0 0
1 2 SLOTS TOTAL SLOTS EXPENDED	O O	7 0
SPELL NAME O		0
O O	4 0	O O
O O	O	o
O	0	0
O O	O O	8 0
2 0	O O	o
0	0	0
O O	5 0	9 0
O	O	0
O O	O O	O O
O O	O O	O O
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Features and Magic Items

Mira Cherryblossom

Subclasses

Magic Items

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.

Fey Ancestry

Source: Race (Elf)

You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Mask of the Wild

Source: Race (Wood Elf)

You can attempt to hide even when you are only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

Trance

Source: Race (Elf)

Elves don't need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. (The Common word for such meditation is "trance.") While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

Wanderer

Source: Background (Outlander)

You have an excellent memory for maps and geography, and you can always recall the general layout of terrain, settlements, and other features around you. In addition, you can find food and fresh water for yourself and up to five other people each day, provided that the land offers berries, small game, water, and so forth.

Spell Descriptions

Mira Cherryblossom

Mending

Transmutation Cantrip
Casting Time: 1 minute
Duration: Instantaneous

Range: Touch

Components: V, S, M (Two lodestones)

This spell repairs a single break or tear in an object you touch, such as broken chain link, two halves of a broken key, a torn cloack, or a leaking wineskin.

As long as the break or tear is no larger than 1 foot in any dimension, you mend it, leaving no trace of the former damage

This spell can physically repair a magic item or construct, but the spell can't restore magic to such an object.

Produce Flame

Conjuration Cantrip
Casting Time: 1 action
Duration: 10 minutes

Range: Self

Components: V, S

A flickering flame appears in your hand. The flame remains there for the duration and harms neither you nor your equipment. The flame sheds bright light in a 10-foot radius and dim light for an additional 10 feet. The spell ends if you dismiss it as an action or if you cast it again.

You can also attack with the flame, although doing so ends the spell. When you cast this spell, or as an action on a later turn, you can hurl the flame at a creature within 30 feet of you. Make a ranged spell attack. On a hit, the target takes 1d8 fire damage.

At Higher Levels: This spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).