

# 2014 DND RULES

CHARACTER NAME <b>Fern</b>	<div style="border: 1px solid black; border-radius: 50%; width: 60px; height: 60px; display: flex; align-items: center; justify-content: center; margin: 0 auto;"> <div style="border: 1px solid black; border-radius: 50%; width: 40px; height: 40px; display: flex; align-items: center; justify-content: center;">3</div> <div style="text-align: center; padding: 5px;">LEVEL</div> </div>	ARMOR CLASS <b>13</b>	HIT POINTS <b>24</b>	HIT DICE <b>3d8</b>	DEATH SAVES SUCCESSSES FAILURES
BACKGROUND <b>Criminal</b>		CLASS <b>DRUID</b>	TEMP <b>24</b>	SPENT <b>3d8</b>	
SPECIES <b>Wood Elf</b>		SUBCLASS <b>Circle of Moon</b>	SHIELD	CURRENT <b>24</b>	MAX <b>3d8</b>

(short rest)

## DUNGEONS & DRAGONS

PROFICIENCY BONUS <b>+2</b>	INTELLIGENCE <b>+1</b> <b>12</b> MODIFIER SCORE	INITIATIVE <b>+2</b>	SPEED <b>35ft</b>	SIZE <b>medium</b> <b>5ft</b>	PASSIVE PERCEPTION <b>13</b>
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<b>STRENGTH</b> <b>13</b> <b>+1</b> <b>12</b> MODIFIER SCORE <input type="radio"/> Saving Throw <input type="radio"/> Athletics	<b>WISDOM</b> <b>20</b> <b>+3</b> <b>17</b> MODIFIER SCORE <input checked="" type="radio"/> Saving Throw (P) <input type="radio"/> Arcana <input type="radio"/> History <input type="radio"/> Investigation <input type="radio"/> Nature <input type="radio"/> Religion	<b>WEAPONS &amp; DAMAGE CANTRIPS</b> <table border="1"> <thead> <tr> <th>Name</th> <th>Atk Bonus / DC</th> <th>Damage &amp; Type</th> <th>Notes</th> </tr> </thead> <tbody> <tr> <td>Quarterstaff</td> <td>+3 (P+S)</td> <td>bludgeoning 1d6, 1d8</td> <td>one-hand - 1d6</td> </tr> <tr> <td>Sickle</td> <td>+4 (P+D)</td> <td>slashing 1d4</td> <td>two-hand - 1d8 (or when #)</td> </tr> <tr> <td>Longbow</td> <td>+4 (P+D)</td> <td>piercing 1d8</td> <td>melee</td> </tr> <tr> <td>* Shillelagh</td> <td>+5 (P+W)</td> <td>N/A</td> <td>range 7(60)600 feet</td> </tr> <tr> <td>Thorn whip</td> <td>+5 (P+W)</td> <td>piercing 1d6</td> <td>lets you use wisdom for attack rolls, 1d8 quarterstaff (BA)</td> </tr> </tbody> </table>	Name	Atk Bonus / DC	Damage & Type	Notes	Quarterstaff	+3 (P+S)	bludgeoning 1d6, 1d8	one-hand - 1d6	Sickle	+4 (P+D)	slashing 1d4	two-hand - 1d8 (or when #)	Longbow	+4 (P+D)	piercing 1d8	melee	* Shillelagh	+5 (P+W)	N/A	range 7(60)600 feet	Thorn whip	+5 (P+W)	piercing 1d6	lets you use wisdom for attack rolls, 1d8 quarterstaff (BA)
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<b>DEXTERITY</b> <b>16</b> <b>+2</b> <b>14</b> MODIFIER SCORE <input type="radio"/> Saving Throw <input type="radio"/> Acrobatics <input type="radio"/> Sleight of Hand <input checked="" type="radio"/> Stealth (B)	<b>CHARISMA</b> <b>8</b> <b>-1</b> <b>9</b> MODIFIER SCORE <input type="radio"/> Saving Throw <input type="radio"/> Deception (B) <input type="radio"/> Intimidation <input type="radio"/> Performance <input type="radio"/> Persuasion	<b>CLASS FEATURES</b> <b>Combat wild shape (Bonus Action)</b> ↳ circle of moon ↳ can heal/cast spells/attacks with the transform (circle of moon) ↳ can transform into CR 2 creatures and below ↳ spellcasting modifier is still wisdom
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<b>EQUIPMENT TRAINING &amp; PROFICIENCIES</b> ARMOR TRAINING <input checked="" type="checkbox"/> Light <input checked="" type="checkbox"/> Medium <input checked="" type="checkbox"/> Heavy <input checked="" type="checkbox"/> Shields WEAPONS 2 Quarterstaffs Sickle Longbow TOOLS Herbal kit, Thieve's tools Gaming set: card set	<b>SPECIES TRAITS</b> • Dark vision (60 feet) • keen senses (perception) • Fey Ancestry Advantage on saving throws against being charmed/magic (can't place me to sleep) • 4th mediate = long rest • Mask of Wild (can hide even when lightly obscured by nature, eg bushes, rain, fog, trees)	<b>FEATS</b> <b>N/A</b>
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# SPELLCASTING ABILITY

13 SPELLCASTING MODIFIER

13 SPELL SAVE DC

14 SPELL ATTACK BONUS

D&D

## SPELL SLOTS

LEVEL	Total Expended	LEVEL	Total Expended	LEVEL	Total Expended
LEVEL 1	4	LEVEL 4	4	LEVEL 7	4
LEVEL 2	2	LEVEL 5	4	LEVEL 8	4
LEVEL 3	4	LEVEL 6	4	LEVEL 9	4

## APPEARANCE

olive skin  
amber eyes  
wavy hair  
vine-like

light green hair  
light leather armour

## BACKSTORY & PERSONALITY

Age: 200 Y/O

- cynical towards authority
- morally grey
- balance
- guardian

Alignment True Neutral

## LANGUAGES

Druidic, Common

## EQUIPMENT

carrying capacity: 120 lbs

10. Leather Armour (AC 11+D)

8. Weapons & tools

- Druidic focus
- C wood wand (for spell casting)

5. Crowbar (5 lbs)

- criminal contact

3. Herbalism kit

1. First aid kit

(backpack, red robe, mess kit, mirror, fur a dog, sword, staff, water skin)

Magic Item Attunement

## COINS

CP SP EP GP FP

15

criminal background

## CANTRIPS & PREPARED SPELLS

Level	Name	Casting Time	Range	Concentration, Ritual & Required Material	Notes
C	thorn whip	1A	30ft	◆ C ◆ R ◆ M	
C	shillelagh	1BA	Self	◆ C ◆ R ◆ M	D: 1 min
1	charm person	1A	30ft	◆ C ◆ R ◆ M	D: 1 hour. Wisdom save then.
1	healing word	1A	60ft	◆ C ◆ R ◆ M	Id 4 + 13 on -
1	vine tangle	1A	40ft	◆ C ◆ R ◆ M	20ft. Strength ST restrained. cc
1	thunderwave	1A	Self	◆ C ◆ R ◆ M	
2	healing spirit	1BA	60ft	◆ C ◆ R ◆ M	Td 6. healing cube
2	bark skin	1A	Touch	◆ C ◆ R ◆ M	Space of 5ft. x 4