

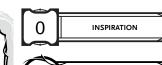
Druid 18 Folk Hero CLASS & LEVEL BACKGROUND Stout Halfling

True neutral ALIGNMENT

Ben PLAYER NAME

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EXPERIENCE POINTS



STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

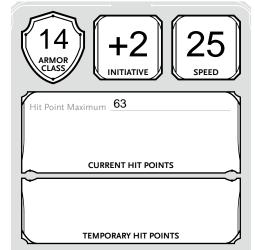
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CHARISMA

PROFICIENCY BONUS

- +0 Strength O +2 Dexterity -1 Constitution +8 Intelligence +8 Wisdom O +1 Charisma SAVING THROWS
- O +2 Acrobatics (Dex) • +8 Animal Handling (Wis) • +8 Arcana (Int) O +0 Athletics (Str)
- O +1 Deception (Cha) O +2 History (Int)
- +8 Insight (Wis) O +1 Intimidation (Cha)
- O +2 Investigation (Int)
- O +2 Medicine (Wis)
- O +2 Nature (Int) O +2 Perception (Wis)
- O +1 Performance (Cha)
- O +1 Persuasion (Cha)
- O +2 Religion (Int)
- O +2 Sleight of Hand (Dex)
- O +2 Stealth (Dex)
- +8 Survival (Wis)

SKILLS





TODO: How does your character behave? See the PHB for examples of all the sections below

PERSONALITY TRAITS

TODO: What does your character believe in?

IDFALS

TODO: Describe what debts your character has to pay, and other commitments or ongoing quests they have.

BONDS

TODO: Describe your characters interesting flaws.

FLAWS



Armor: Hide Armor

Shield: None

TODO: Describe how your character usually attacks or

uses spells.

(See Features Page)

- --Beast Spells
- --Brave
- --Circle Forms (CR 6)
- -- Combat Wild Shape
- --Elemental Wild Shape
- --Halfling Nimbleness
- --Lucky
- --Primal Strike
- --Rustic Hospitality
- --Stout Resilience
- --Thousand Forms
- --Timeless Body
- --Wild Shape (2x/SR, 9 hours)

TODO: Describe other features and abilities your character has.

ATTACKS & SPELLCASTING

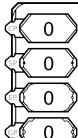
PASSIVE WISDOM (PERCEPTION)

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.

Languages: Common, Halfling

OTHER PROFICIENCIES & LANGUAGES



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TODO: list the equipment and magic items your character carries

EOUIPMENT

FEATURES & TRAITS

0 CANTRIPS	[3] 3)	[6] 1 3
Druidcraft (V,S)		
Poison Spray (V,S)	0	0
Shillelagh (V,S,M)	0	0
Stilllelagti (V,S,IVI)	0	0
	0	0
	0	0
	0	0
	0	0
	0	0
SPELL LEVEL	0	0
SLOTS TOTAL SLOTS EXPENDED	0	
1 4 3	0	[7] 1)
	0	
SPELL NAME	0	<u> </u>
Create Or Destroy Water (V,S,M)		0
Cure Wounds (V,S)	4 3	0
Entangle (V,S) (C)		0
Speak With Animals (V,S) (R)	0	0
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Alter Self (V,S) (C)	0	0_
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