

Druid3

CHARACTER NAME

Druid 11

CLASS & LEVEL

Wood Elf

RACE

Urchin

BACKGROUND

Chaotic good

ALIGNMENT

Ben

PLAYER NAME

0

EXPERIENCE POINTS

STRENGTH

-1

8

DEXTERITY

+1

12

CONSTITUTION

+1

12

INTELLIGENCE

+1

13

WISDOM

+2

15

CHARISMA

+2

15

0

INSPIRATION

+4

PROFICIENCY BONUS

- SAVING THROWS
- ☐ -1 Strength
 - ☐ +1 Dexterity
 - ☐ +1 Constitution
 - ☒ +5 Intelligence
 - ☒ +6 Wisdom
 - ☐ +2 Charisma

- SKILLS
- ☐ +1 Acrobatics (Dex)
 - ☐ +2 Animal Handling (Wis)
 - ☐ +1 Arcana (Int)
 - ☐ -1 Athletics (Str)
 - ☐ +2 Deception (Cha)
 - ☐ +1 History (Int)
 - ☒ +6 Insight (Wis)
 - ☐ +2 Intimidation (Cha)
 - ☐ +1 Investigation (Int)
 - ☒ +6 Medicine (Wis)
 - ☐ +1 Nature (Int)
 - ☒ +6 Perception (Wis)
 - ☐ +2 Performance (Cha)
 - ☐ +2 Persuasion (Cha)
 - ☐ +1 Religion (Int)
 - ☒ +5 Sleight of Hand (Dex)
 - ☒ +5 Stealth (Dex)
 - ☐ +2 Survival (Wis)

11

ARMOR CLASS

+1

INITIATIVE

35

SPEED

Hit Point Maximum 60

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 11d8

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

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?

IDEALS

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

NAME

ATK BONUS

DAMAGE/TYPE

Club

+3

1d4-1/b

Sickle

+3

1d4-1/s

Armor: None

Shield: None

TODO: Describe how your character usually attacks or uses spells.

ATTACKS & SPELLCASTING

16

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, longwords, shortwords, shortbows, longbows.

Languages:

Common, Elvish

OTHER PROFICIENCIES & LANGUAGES

CP 0
SP 0
EP 0
GP 0
PP 0

TODO: list the equipment and magic items your character carries

EQUIPMENT

(See Features Page)

--Bonus Cantrip
--Circle Spells (Underdark)
--City Secrets
--Darkvision (60')
--Fey Ancestry
--Land's Stride
--Mask of the Wild
--Natural Recovery
--Nature's Ward
--Trance
--Wild Shape (2x/SR, 5 hours)

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TODO: Describe other features and abilities your character has.

FEATURES & TRAITS



Druid 11

SPELLCASTING CLASS

WIS

14

+6

SPELLCASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

0

CANTRIPS

- Druidcraft (V,S)
- Poison Spray (V,S)
- Shillelagh (V,S,M)

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

4

- PREPARED
- SPELL NAME
- Create Or Destroy Water (V,S,M)
 - Cure Wounds (V,S)
 - Entangle (V,S) (C)
 - Speak With Animals (V,S) (R)

2

3

- Spider Climb (V,S,M) (C)
- Web (V,S,M) (C)

3

3

- Gaseous Form (V,S,M) (C)
- Stinking Cloud (V,S,M) (C)

4

3

- Greater Invisibility (V,S) (C)
- Stone Shape (V,S,M)

5

2

- Cloudkill (V,S) (C)
- Insect Plague (V,S,M) (C)

6

1

7

0

8

0

9

0