

Druid2

CHARACTER NAME

Druid 10

CLASS & LEVEL

Human

RACE

Guild Artisan

BACKGROUND

Chaotic good

ALIGNMENT

Ben

PLAYER NAME

0

EXPERIENCE POINTS

STRENGTH

+0

11

DEXTERITY

-1

9

CONSTITUTION

+1

13

INTELLIGENCE

+2

14

WISDOM

+2

15

CHARISMA

+3

16

0

INSPIRATION

+4

PROFICIENCY BONUS

- SAVING THROWS
- ☐ +0 Strength
 - ☐ -1 Dexterity
 - ☐ +1 Constitution
 - ☒ +6 Intelligence
 - ☒ +6 Wisdom
 - ☐ +3 Charisma

- SKILLS
- ☐ -1 Acrobatics (Dex)
 - ☐ +2 Animal Handling (Wis)
 - ☒ +6 Arcana (Int)
 - ☐ +0 Athletics (Str)
 - ☐ +3 Deception (Cha)
 - ☐ +2 History (Int)
 - ☒ +6 Insight (Wis)
 - ☐ +3 Intimidation (Cha)
 - ☐ +2 Investigation (Int)
 - ☒ +6 Medicine (Wis)
 - ☐ +2 Nature (Int)
 - ☐ +2 Perception (Wis)
 - ☐ +3 Performance (Cha)
 - ☒ +7 Persuasion (Cha)
 - ☐ +2 Religion (Int)
 - ☐ -1 Sleight of Hand (Dex)
 - ☐ -1 Stealth (Dex)
 - ☐ +2 Survival (Wis)

10

ARMOR CLASS

-1

INITIATIVE

30

SPEED

Hit Point Maximum 105

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 10d8

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

Spear

+4

1d6/p

Sling

+3

1d4-1/b

Armor: Leather Armor

Shield: None

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

ATTACKS & SPELLCASTING

12

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.

Languages:

[choose one], [choose one], Common, [choose one]

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)
 --Balm Of The Summer Court (10x d6)
 --Guild Membership
 --Hearth of Moonlight and Shadow
 --Hidden Paths
 --Wild Shape (2x/SR, 5 hours)

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TODO: Describe other features and abilities your character has.

FEATURES & TRAITS



SPELLCASTING CLASS

WIS

SPELLCASTING ABILITY

14

SPELL SAVE DC

+6

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

3

3

6

0

7

0

4

3

8

0

5

2

9

0

SPELLS KNOWN