

## Druid1

CHARACTER NAME

Druid 18

CLASS & LEVEL

Stout Halfling

RACE

Folk Hero

BACKGROUND

True neutral

ALIGNMENT

Ben

PLAYER NAME

0

EXPERIENCE POINTS

STRENGTH

+0

10

DEXTERITY

+2

15

CONSTITUTION

-1

9

INTELLIGENCE

+2

14

WISDOM

+2

15

CHARISMA

+1

12

0

INSPIRATION

+6

PROFICIENCY BONUS

- ☐ +0 Strength
- ☐ +2 Dexterity
- ☐ -1 Constitution
- ☒ +8 Intelligence
- ☒ +8 Wisdom
- ☐ +1 Charisma

SAVING THROWS

- ☐ +2 Acrobatics (Dex)
- ☒ +8 Animal Handling (Wis)
- ☒ +8 Arcana (Int)
- ☐ +0 Athletics (Str)
- ☐ +1 Deception (Cha)
- ☐ +2 History (Int)
- ☒ +8 Insight (Wis)
- ☐ +1 Intimidation (Cha)
- ☐ +2 Investigation (Int)
- ☐ +2 Medicine (Wis)
- ☐ +2 Nature (Int)
- ☐ +2 Perception (Wis)
- ☐ +1 Performance (Cha)
- ☐ +1 Persuasion (Cha)
- ☐ +2 Religion (Int)
- ☐ +2 Sleight of Hand (Dex)
- ☐ +2 Stealth (Dex)
- ☒ +8 Survival (Wis)

SKILLS

14

ARMOR CLASS

+2

INITIATIVE

25

SPEED

Hit Point Maximum 63

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 18d8

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

+6

1d4/b

Sickle

+6

1d4/s

Armor: Hide 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:

Common, Halfling

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)

--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.

FEATURES & TRAITS



Druid 18

SPELLCASTING CLASS

WIS

SPELLCASTING ABILITY

16

SPELL SAVE DC

+8

SPELL ATTACK BONUS

0

CANTRIPS

Druidcraft (V,S)

Poison Spray (V,S)

Shillelagh (V,S,M)

3

3

6

1

1

4

SPELL LEVEL

SLOTS TOTAL

SLOTS EXPENDED

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

Alter Self (V,S) (C)

4

3

5

3

7

1

8

1

9

1