

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

Features and Magic Items

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Subclasses

Subclass: Circle of the Moon

Druids of the Circle of the Moon are fierce guardians of the wilds. Their order gathers under the full moon to share news and trade warnings. They haunt the deepest parts of the wilderness, where they might go for weeks on end before crossing paths with another humanoid creature, let alone another druid.

Changeable as the moon, a druid of this circle might prowl as a great cat one night, soar over the treetops as an eagle the next day, and crash through the undergrowth in bear form to drive off a trespassing monster. The wild is in the druid's blood.

Features

Beast Spells

Source: Druid

Beginning at 18th level, you can cast many of your druid spells in any shape you assume using Wild Shape. You can perform the somatic and verbal components of a druid spell while in a beast shape, but you aren't able to provide material components.

Brave

Source: Race (Halfling)

You have advantage on saving throws against being frightened.

Circle Forms (CR 6)

Source: Druid (Circle of the Moon)

The rites of your circle grant you the ability to transform into more dangerous animal forms. Starting at 2nd level, you can use your Wild Shape to transform into a beast with a challenge rating as high as 1 (you ignore the Max. CR column of the Beast Shapes table, but must abide by the other limitations there). Starting at 6th level, you can transform into a beast with a challenge rating as high as your druid level divided by 3, rounded down

Combat Wild Shape

Source: Druid (Circle of the Moon)

When you choose this circle at 2nd level, you gain the ability to use Wild Shape on your turn as a bonus action, rather than as an action. Additionally, while you are transformed by Wild Shape, you can use a bonus action to expend one spell slot to regain 1d8 hit points per level of the spell slot expended.

Elemental Wild Shape

Source: Druid (Circle of the Moon)

At 10th level, you can expend two uses of Wild Shape at the same time to transform into an air elemental, an earth elemental, a fire elemental, or a water elemental.

Halfling Nimbleness

Source: Race (Halfling)

You can move through the space of any creature that is of a size larger than yours.

Lucky

Source: Race (Halfling)

When you roll a 1 on an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.

Primal Strike

Source: Druid (Circle of the Moon)

Starting at 6th level, your attacks in beast form count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Rustic Hospitality

Source: Background (Folk Hero)

Since you come from the ranks of the common folk, you fit in among them with ease. You can find a place to hide, rest, or recuperate among other commoners, unless you have shown yourself to be a danger to them. They will shield you from the law or anyone else searching for you, though they will not risk their lives for you.

Stout Resilience

Source: Race (Stout Halfling)

You have advantage on saving throws against poison, and you have resistance against poison damage.

Thousand Forms

Source: Druid (Circle of the Moon)

By 14th level, you have learned to use magic to alter your physical form in more subtle ways. You can cast the alter self spell at will.

Timeless Body

Source: Monk

At 15th level, your ki sustains you so that you suffer none of the frailty of old age, and you can't be aged magically. You can still die of old age, however. In addition, you no longer need food or water.

Wild Shape (2x/SR, 9 hours)

Source: Druid

Starting at 2nd level, you can use your action to magically assume the shape of a beast that you have seen before. You can use this feature twice. You regain expended uses when you finish a short or long rest. Your druid level determines the beasts you can transform into, as shown in the Beast Shapes table. At 2nd level, for example, you can transform into any beast that has a challenge rating of 1/4 or lower that doesn't have a flying or swimming speed.

2nd Level: Max CR 1/4, No Flying/Swimming (ex: Wolf)

4th Level: Max CR 1/2, No Flying (ex: Crocodile)

8th Level: Max CR 1 (ex: Giant Eagle)

You can stay in a beast shape for a number of hours equal to half your druid level (rounded down). You then revert to your normal form unless you expend another use of this feature. You can revert to your normal form earlier by using a bonus action on your turn. You automatically revert if you fall unconscious, drop to 0 hit points, or die.

While you are transformed, the following rules apply:

- Your game statistics are replaced by the statistics of the beast, but you retain your alignment, personality, and Intelligence, Wisdom, and Charisma scores. You also retain all of your skill and saving throw proficiencies, in addition to gaining those of the creature. If the creature has the same proficiency as you and the bonus in its stat block is higher than yours, use the creature's bonus instead of yours. If the creature has any legendary or lair actions, you can't use them.

- When you transform, you assume the beast's hit points and Hit Dice. When you revert to your normal form, you return to the number of hit points you had before you transformed. However, if you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal

form. For example, if you take 10 damage in animal form and have only 1 hit point left, you revert and take 9 damage. As long as the excess damage doesn't reduce your normal form to 0 hit points, you aren't knocked unconscious.

- You can't cast spells, and your ability to speak or take any action that requires hands is limited to the capabilities of your beast form. Transforming doesn't break your concentration on a spell you've already cast, however, or prevent you from taking actions that are part of a spell, such as call lightning, that you've already cast.

- You retain the benefit of any features from your class, race, or other source and can use them if the new form is physically capable of doing so. However, you can't use any of your special senses, such as darkvision, unless your new form also has that sense.

- You choose whether your equipment falls to the ground in your space, merges into your new form, or is worn by it. Worn equipment functions as normal, but the DM decides whether it is practical for the new form to wear a piece of equipment, based on the creature's shape and size. Your equipment doesn't change size or shape to match the new form, and any equipment that the new form can't wear must either fall to the ground or merge with it. Equipment that merges with the form has no effect until you leave the form.

Magic Items

Spell Descriptions

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Alter Self

Transmutation Level 2 (concentration)

Casting Time: 1 action

Duration: Concentration, up to 1 hour

Range: Self

Components: V, S

You assume a different form. When you cast the spell, choose one of the following options, the effects of which last for the duration of the spell. While the spell lasts, you can end one option as an action to gain the benefits of a different one.

Aquatic Adaptation. You adapt your body to an aquatic environment, sprouting gills, and growing webbing between your fingers. You can breathe underwater and gain a swimming speed equal to your walking speed. **Change Appearance.** You transform your appearance. You decide what you look like, including your height, weight, facial features, sound of your voice, hair length, coloration, and distinguishing characteristics, if any. You can make yourself appear as a member of another race, though none of your statistics change. You also don't appear as a creature of a different size than you, and your basic shape stays the same; if you're bipedal, you can't use this spell to become quadrupedal, for instance. At any time for the duration of the spell, you can use your action to change your appearance in this way again. **Natural Weapons.** You grow claws, fangs, spines, horns, or a different natural weapon of your choice. Your unarmed strikes deal 1d6 bludgeoning, piercing, or slashing damage, as appropriate to the natural weapon you chose, and you are proficient with your unarmed strikes. Finally, the natural weapon is magic and you have a +1 bonus to the attack and damage rolls you make using it.

Create Or Destroy Water

Transmutation Level 1

Casting Time: 1 action

Duration: Instantaneous

Range: 30 feet

Components: V, S, M (A drop of water if creating water or a few grains of sand if destroying it)

You either create or destroy water.

Create Water You create up to 10 gallons of clean water within range in an open container. Alternatively, the water falls as rain in a 30-foot cube within range, extinguishing exposed flames in the area.

Destroy Water You destroy up to 10 gallons of water in an open container within range. Alternatively, you destroy fog in a 30-foot cube within range.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, you create or destroy 10 additional gallons of water, or the size of the cube increases by 5 feet, for each slot level above 1st.

Cure Wounds

Evocation Level 1

Casting Time: 1 action

Duration: Instantaneous

Range: Touch

Components: V, S

A creature you touch regains a number of hit points equal to 1d8 + your spellcasting ability modifier. This spell has no effect on undead or constructs.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, the healing increases by 1d8 for each slot level above 1st.

Druidcraft

Transmutation Cantrip

Casting Time: 1 action

Duration: Instantaneous

Range: 30 feet

Components: V, S

Whispering to the spirits of nature, you create one of the following effects within range:

- You create a tiny, harmless sensory effect that predicts what the weather will be at your location for the next 24 hours. The effect might manifest as a golden orb for clear skies, a cloud for rain, falling snowflakes for snow, and so on. This effect persists for 1 round.
- You instantly make a flower blossom, a seed pod open, or a leaf bud bloom.
- You create an instantaneous, harmless sensory effect, such as falling leaves, a puff of wind, the sound of a small animal, or the faint odor of skunk. The effect must fit in a 5-foot cube.
- You instantly light or snuff out a candle, a torch, or a small campfire.

Entangle

Conjuration Level 1 (concentration)

Casting Time: 1 action

Duration: Concentration, up to 1 minute

Range: 90 feet

Components: V, S

Grasping weeds and vines sprout from the ground in a 20-foot square starting from a point within range. For the

duration, these plants turn the ground in the area into difficult terrain.

A creature in the area when you cast the spell must succeed on a Strength saving throw or be restrained by the entangling plants until the spell ends. A creature restrained by the plants can use its action to make a Strength check against your spell save DC. On a success, it frees itself.

When the spell ends, the conjured plants wilt away.

Poison Spray

Conjuration Cantrip

Casting Time: 1 action

Duration: Instantaneous

Range: 10 feet

Components: V, S

You extend your hand toward a creature you can see within range and project a puff of noxious gas from your palm. The creature must succeed on a Constitution saving throw or take 1d12 poison damage.

At Higher Levels: This spell's damage increases by 1d12 when you reach 5th level (2d12), 11th level (3d12), 17th level (4d12).

Shillelagh

Transmutation Cantrip

Casting Time: 1 bonus action

Duration: 1 minute

Range: Touch

Components: V, S, M (Mistletoe, a shamrock leaf, and a club or quarterstaff)

The wood of a club or quarterstaff you are holding is imbued with nature's power. For the duration, you can use your spellcasting ability instead of Strength for the attack and damage rolls of melee attacks using that weapon, and the weapon's damage die becomes a d8. The weapon also becomes magical, if it isn't already. The spell ends if you cast it again or if you let go of the weapon.

Speak With Animals

Divination Level 1 (ritual)

Casting Time: 1 action

Duration: 10 minutes

Range: Self

Components: V, S

You gain the ability to comprehend and verbally communicate with beasts for the duration. The knowledge and awareness of many beasts is limited by their intelligence, but at minimum, beasts can give you information about nearby locations and monsters, including whatever they can perceive or have perceived within the past day. You might be able to persuade a beast to perform a small favor for you, at the DM's discretion.

Wild Shapes

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Known Beasts

Ankylosaurus, Ape, Crocodile, Giant eagle, Wolf

Wolf

Medium beast, unaligned

Armor Class	Hit Points	Speed
13	11 (2d8+2)	40

STR	DEX	CON
12 (+1)	15 (+2)	12 (+1)

Skills: Perception +3, Stealth +4

Senses: Passive Perception 13

Languages:

Resistance:

Immunities:

Keen Hearing and Smell. The wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The wolf has advantage on an attack roll against a creature if at least one of the wolf's allies is within 5 ft. of the creature and the ally isn't incapacitated. Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* (2d4+2) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone

Crocodile

Large beast, unaligned

Armor Class	Hit Points	Speed
12	19 (3d10+3)	30 30 swim

STR	DEX	CON
15 (+2)	10 (+0)	13 (+1)

Skills: Stealth +2

Senses: Passive perception 10

Languages:

Resistance:

Immunities:

Hold Breath: The crocodile can hold its breath for 15 minutes.

Bite: *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 7 (1d10+2) piercing damage, and the target is Grappled (escape DC 12). Until this grapple ends, the

target is Restrained, and the crocodile can't bite another target.

Ape

Medium beast, unaligned

Armor Class	Hit Points	Speed
12	19 (3d8+6)	30

STR	DEX	CON
16 (+3)	14 (+2)	14 (+2)

Skills: Athletics +5, Perception +3

Senses: Passive perception 13

Languages:

Resistance:

Immunities:

Multiattack: The ape makes two fist attacks.

Fist: *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) bludgeoning damage.

Rock: *Ranged Weapon Attack:* +5 to hit, range 25/50 ft., one target. *Hit:* 6 (1d6+3) bludgeoning damage.

Giant eagle

Large beast, neutral good

Armor Class	Hit Points	Speed
13	26 (4d10+4)	10 80 fly

STR	DEX	CON
16 (+3)	17 (+3)	13 (+1)

Skills: Perception +4

Senses: Passive perception 14

Languages: Giant Eagle, understands common and Auran but can't speak.

Resistance:

Immunities:

A giant eagle is a noble creature that speaks its own language and understands Speech in the Common tongue. A mated pair of giant eagles typically has up to four eggs or young in their nest (treat the young as normal eagles).

Keen Sight: The eagle has advantage on Wisdom (Perception) checks that rely on sight.

Multiattack: The eagle makes two attacks: one with its beak and one with its talons.

Beak: *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Talons: *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Ankylosaurus

Huge beast, unaligned

Armor Class	Hit Points	Speed
15	68 (8d12+16)	30

STR	DEX	CON
19 (+4)	11 (+0)	15 (+2)

Skills:

Senses: Passive perception 11

Languages:

Resistance:

Immunities:

Thick armor plating covers the body of the plant-eating dinosaur ankylosaurus, which defends itself against predators with a knobbed tail that delivers a devastating strike.

Tail: *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 18 (4d6+4) bludgeoning damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.